Dead Head Fred™

Official Strategy Guide

D3PUBLISHER
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VICIOUS
CYCLE™

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Story

Hope Falls was a quiet, little New Jersey city until a greedy mob boss by the name of Ulysses S. Pitt sunk his crooked teeth into it. With the help of Doctor Steiner, the local mad scientist, the displaced criminal, quickly and cheaply, constructed the Pitt Nukular Plant on the outskirts of the peaceful metropolis. Pitt conveniently ignored safety standards to get the Plant up and running as fast as possible and soon started using his newly acquired influence to gain a foothold in the city. While radiation and toxic ooze from the Plant started mutating both the land around the city and its inhabitants, Pitt's henchmen moved into the neighborhoods, extorting businesses, frightening old ladies, and even shouldering out other criminal operations.

When Pitt transferred his criminal empire to Hope Falls, his ultimate goal was to own the town, squeezing it for every penny he could—and he didn't want any competition. Most of all, he wanted the sweet revenge of stealing the town from his old Capo, Vinni Rossini. Words were exchanged, and pretty soon Rossini—who only wanted to retire in peace in a nice, quiet city—turned up dead. His beautiful and doting daughter Jeanne Rossini was understandably devastated and, in her hour of need, turned to none other than her private dick boyfriend, Fred Neuman.

Now, Fred is good at his job and he doesn't pretend otherwise, but this time he just got too close, and Pitt had the luckless detective decapitated, intending to have Fred's head mounted up as a trophy on his wall. But Pitt made a crucial mistake: he sent Fred's head to his pet crazy scientist, Doc Steiner, to be prepared for the taxidermist. Unfortunately for the mob boss, Steiner was fed up with Pitt's rein of terror and casual polluting, and he kept Fred's brain and eyes, stuck 'em in a jar, and put the whole mess back together on top of Fred's body.

When Fred wakes up in Doc Steiner's lab, his memories are scrambled, but Steiner fills Fred in on enough of the situation to get him started. Now Fred must embark on a journey—not only to retrieve his severed head—but to save Hope Falls from the evil clutches of Ulysses S. Pitt.

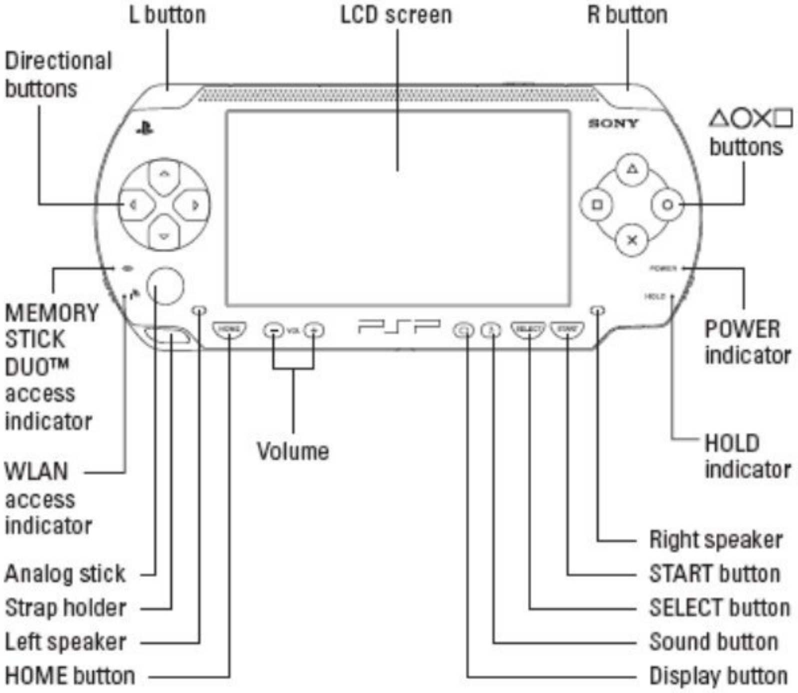
Memory Stick Duo™

Warning! Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP® system. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

Game Controls

PSP® (PlayStation®Portable) system configuration


L button
LCD screen
R button
Directional buttons
△○×□ buttons
MEMORY STICK DUO™ access indicator
WLAN access indicator
Analog stick
Strap holder
Left speaker
HOME button
Volume
POWER indicator
HOLD indicator
Right speaker
START button
SELECT button
Sound button
Display button
SONY

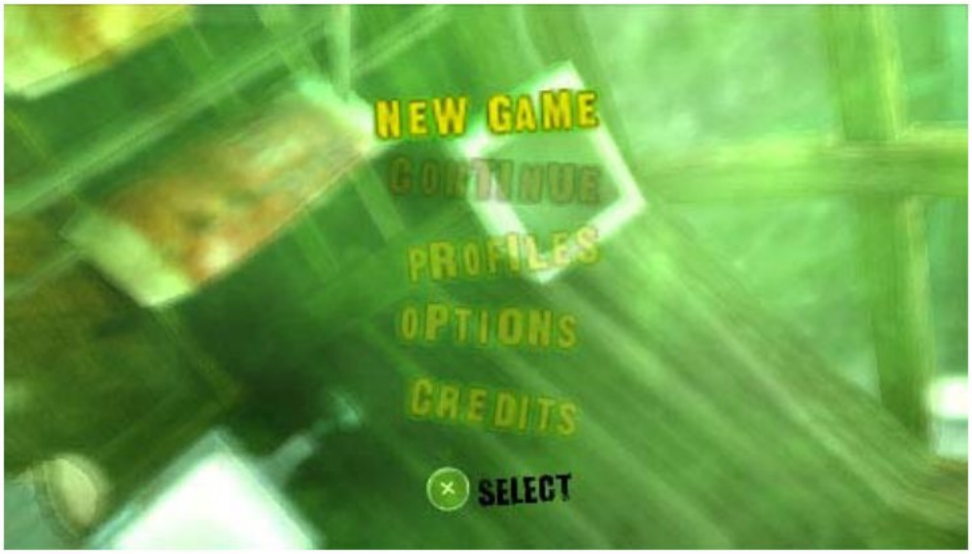
Menu	
Directional buttons	Select
X button	Confirm Selection
O button	Return to the previous menu

In-Game	
Up directional button	Toggle first-person view
Down directional button	Exit first-person view / Center camera
Left directional button	Cycle through juices
Right directional button	Cycle / Use the selected juice
L button	Show the Heads Up Display (HUD)
R button	Block
Analog stick	Move Fred
L button (hold) + Analog stick	Change Fred's Head

In-Game	
R button (hold) + Analog stick	Look around
R button (hold) + □ button	Focused Rage Attack
R button (hold) + O button	Area Rage Attack
Δ button	Finishing moves / Counter-attack / Interact
□ button	Initiate Attack
X button	Jump / Follow-up attack
O button	Special ability
Start	Pause Menu

Starting the Game

Main Menu



New Game – Select this to begin a new game.

Continue Game – Select this to continue from your last save point on the most recently loaded profile.

Profiles – Select this to access the Profile Menu. It allows you to create a new profile or delete an unwanted one. Under a used profile, it will tell you the last save location and the amount of play time accrued for that profile.

Options – Select this to change basic game options such as music volume, effects volume, subtitle preferences, and camera controls.

Credits – Select this to view the game Credits.

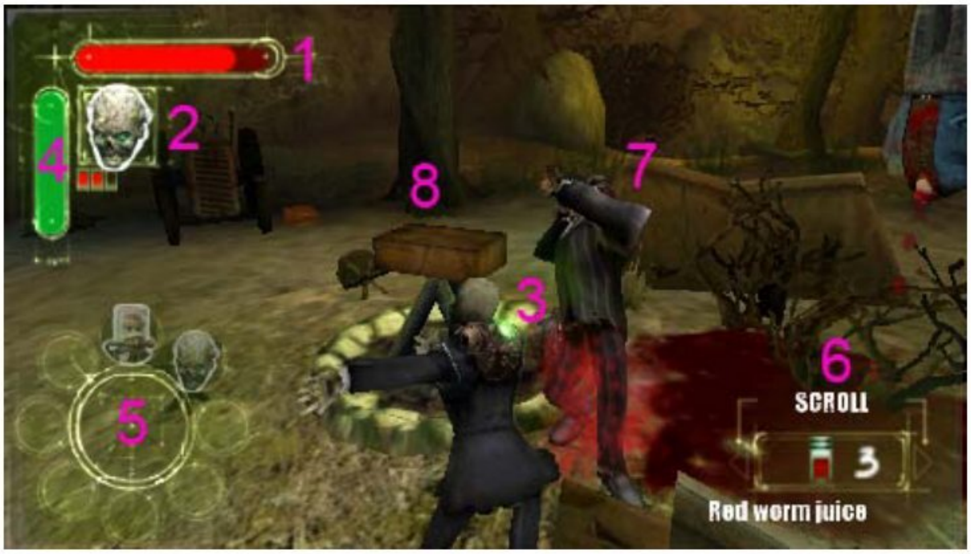
Save/Load

A Memory Stick Duo™ or Memory Stick PRO Duo™ is required in order to save game data. At least 416 KB of memory is needed to save a game profile.

Saving – To save the game, press the START button to bring up the Pause Menu during play. Highlight "Save" in the list of available options. Then, press the X button to save. The current profile at the **last checkpoint reached in the game**. Save often to avoid losing progress and be warned—during some boss battles you won't be allowed to save!

Loading from the Main Menu - Choosing "Continue" from the Main Menu will load the most recently played profile. If you'd like to play a different profile, use the Profile Menu to select the profile you'd prefer and then choose "Continue." You can also load while playing by pressing the START button to bring up the Pause Menu. Choose "Load" from the list and press the X button to select this option. Loading during a game will erase any progress since your last save and return you to the most recent save on your current profile.

Game Screen



1. Health Meter – Displays current and maximum health. In this image, Fred has about 80% of his maximum health.

2. Fred's Head Indicator – Displays your currently equipped head. In this image, Fred is wearing the Corpse Head. Directly beneath the image of the head is the Rage Meter. This meter indicates how many Rage Points Fred can accumulate at one time and how many of those slots are currently full with Rage Points waiting to be used.

3. Backpack Health Indicator – The light on the back of Fred's Backpack indicates Fred's current health status. It ranges in color from Green to Red. Green means your health is full or close to full. Yellow means your health has been 75% – 30% depleted. Red means your health is low or almost gone. The light starts blinking White and Red when Fred is about to die. In this image, Fred has a Green Light on his pack because his health is in good shape.

4. Special Meter – Displays how much energy is left to perform a Special Ability, how long until an ability can be used again, or how much a Special Ability is charged. This special meter is used in different ways based on what head is equipped. For instance, using the Stone Idol Head's *Ram Attack* depletes all of the Special Meter and Fred has to wait until this refills before he can use that ability again. The Corpse Head on the other hand, shows an amount of liquid or air that Fred has sucked up or shows the timer before Fred can use his *Hellitosis* again.

5. Head Selector – Shows the currently available heads that Fred can use. In this image, only two of Fred's heads are available. Your in-game Head Selector may look different once you have unlocked more heads as you progress through the critical path of the game.

6. Juice Selector – Shows the currently equipped Juice that will be used when pressing the Right directional button. Press the Right or Left directional buttons while holding the L button to scroll in that direction through the list. Pressing the Right directional button without holding the L button will use the currently selected Juice.

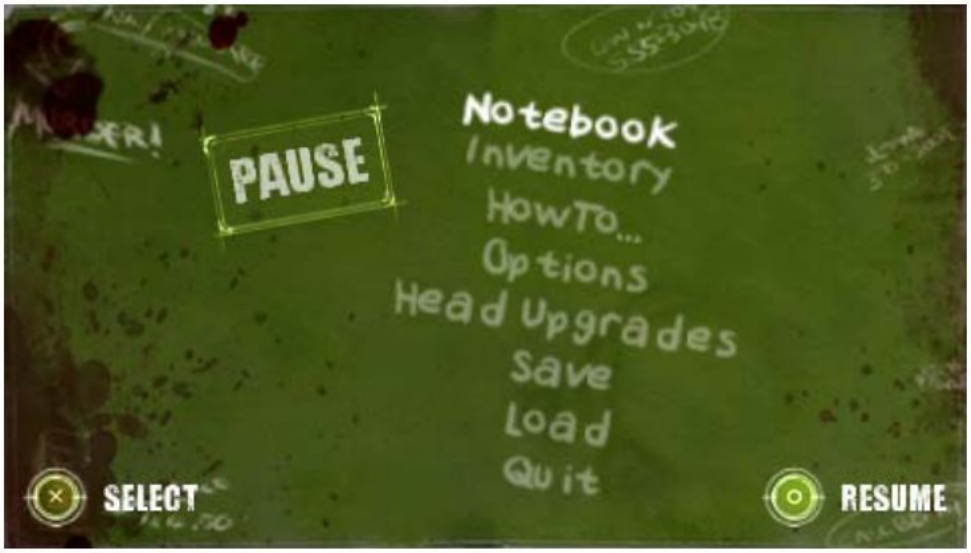
7. Enemy – This is an Executioner, one of the many enemies that stand between you and your mission to "Bust Boss Pitt."

8. Item Box – Most enemies drop these item boxes when they are defeated. The items you collect from these boxes are added to your inventory. The inventory can be accessed in the Pause menu.

Pro Tip!

The **Item Boxes** that enemies drop come in 3 varieties! A light tan box contains regular items that sell for around $5 and are usually ingredients for Mixed Drinks. A darker tan box usually contains items that sell for around $10 or contain Wallets, Purses, and Billfolds that give you money. The reddish boxes contain premium items that sell for around $25 or could contain Wallets, Purses, or Billfolds!

Pause Menu



Notebook – View your active and completed missions. This is a great place to go if you need to know where to go to complete a mission or to find out who will reward you once you turn in the completed mission. There is no limit for the number of active missions.

Inventory – View the contents of Fred's pockets. Here you can see how many items, worms, fishing weapons, juices, special items, unique items, and fish you are currently carrying.

How To... – View Tutorials for many gameplay features. This is a great way to see just how things are done in the game. It's also an excellent way to refresh yourself on the gameplay mechanics if it's been awhile between play sessions.

Options – Change in-game settings such as Music Volume, Effects Volume, Subtitle options, and Game Controls for the camera. You can also enable or deactivate the Head Hints from this menu.

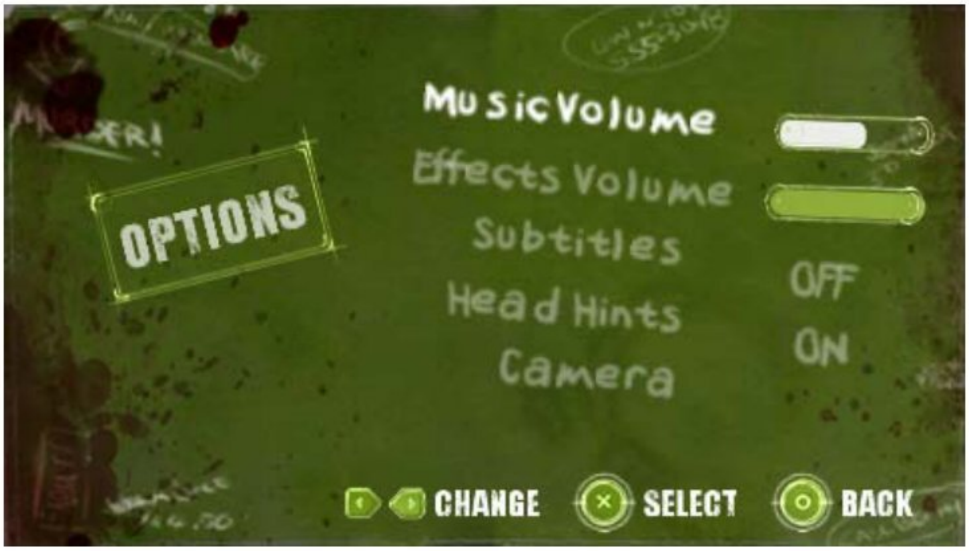
Head Upgrades – View the upgrades for Fred's Heads. You can get details on all of the upgrades in game and check which ones you have and which ones you still need. To actually receive new head upgrades, however, you will need to visit Sam Spade in one of his Head Shops and pay him a Gold Worm for each upgrade.

Save – Save your current game progress. It saves the game at the most recently passed checkpoint.

Load – Restore your last save game.

Quit – Exit the game to the Main Menu.

Options



Music Volume – Lower or raise the volume of the background music.

Effects Volume – Lower or raise the volume of sound effects. This setting also adjusts the volume of in-game dialog.

Subtitles – Change your subtitle preferences. When subtitles are turned on, text appears across the bottom of the screen whenever dialog is spoken.

Head Hints – Change your Head Hint preferences. An interaction icon appears in the top right-hand corner of the screen whenever Fred is in range of a Head puzzle. If Head Hints are turned on, this icon shows a picture of the head needed to complete the puzzle. Otherwise, the icon shows a [?] symbol, leaving you to figure out the proper head on his own.

Camera – Change your camera preferences. Selecting this option takes you to a submenu where you can choose to invert or normalize camera pitch and heading.

An Overview of the Head Abilities

Head Swapping

To use Fred's Head Swapping ability, press and hold the L button and use the Analog stick to select the head that you want to equip. Each head has different abilities, strengths and weaknesses. Some areas cannot be reached without a particular head, and many missions cannot be completed without the use of particular heads.

Every enemy type can only be Counter Attacked by a specific head and wearing a specific head may allow for special contextual actions in certain areas. Look for the head icon to appear in the upper right corner of the screen. If the icon shows a [?] symbol, rather than a head icon, you can turn on Head Hints in the Options Menu if you want to be told which head to use.

Special Abilities

Each head has one or more special abilities such as ranged attacks, decoys, stealth, underwater breathing, and more. In **The Heads** section below, all of the special abilities are described in detail including instructions for their use. With most of the heads pressing or holding the O button will activate its special ability, but every head is unique and may require different steps to activate certain special moves.

Some special abilities are passive or 'always on' like the Stone Idol Head's ability to traverse underwater. To the left side of the game screen, the Special Meter plays various roles depending on what head is equipped. These roles are explained in detail in **The Heads** section.

Rage Attacks / Rage Points

Rage Attacks are powerful special attacks that can only be performed by spending a Rage Point. To perform a Rage Attack, hold the R button and press either the □ button for a focused attack or the O button for an area attack.

To gain Rage Points Fred must defeat enemies in one of two ways. The first and easiest way is to headhunt, which means ripping off your enemies' heads in order to kill them. First, the enemy must be stunned. To stun an enemy, attack the enemy until the hit sound changes and white particles appear. When this happens, the enemy will be stunned for a few seconds and is ready to be decapitated. Now approach the reeling enemy and press the Δ button to rip off his head. This gains Fred one Rage Point. The second way to gather Rage Points is to pull off a Counter Attack. They are a little bit harder to perform but, when properly executed, will award Fred with two Rage Points. See the **Counter Attacks** section below for more information.

Rage Points are represented as red boxes underneath Fred's head in the HUD. Fred begins the game with three Rage Point Slots but can gain up to three more by completing certain tasks. These challenges are as follows: defeat the Headless Horseman boss fight in Creepy Hollow; become the Straw Weight Champion at Grizzle's Ultimate Arena in Old Hope Falls; and defeat Aztec Eddie during his boss fight in Montezuma's Casino.

Weaknesses / Counter Attacks

Fred encounters many enemies throughout the game and all of them have a weakness to one of Fred's heads. This means that Fred can do extra damage when attacking specific enemies while equipped with the appropriate counter head.

Wearing the proper head to combat the proper enemy also enables Fred to Counter Attack when the enemy performs a Rage Attack against Fred. If Fred is wearing the right head and is within striking distance of the Rage Attack, a Δ button icon will display at the bottom center of the screen. Press the Δ button while the prompt is on the screen to enter the first phase of the Counter Attack. After the enemy falls into your trap, you will have to repeatedly tap the □ button to fill the Counter Attack Meter at the bottom center of the screen. When the meter is full, the Δ button icon will reappear. Pressing it will finish the Counter Attack and kill the enemy. If Fred takes too long or if the Rage Meter empties all the way, the enemy will escape the Counter Attack.

In addition to rewarding Fred with two Rage Points, a successfully performed Counter Attack gifts Fred with a glowing red aura. While the effect lasts, Fred is much stronger than normal.

Pro Tip!

Use Counter Attacks to your advantage when surrounded by enemies! Counter Attack one enemy and then use the additional Rage points and the increased strength to help take out the others.

Head Upgrades

Head Upgrades will provide new special abilities or improvements to current head abilities. Most heads in the game have two unique upgrades, and each upgrade costs one Gold Worm.

Fred can't upgrade a head without the help of expert recapitator Sam Spade. To upgrade a head, enter any Head Shop and talk to Sam Spade. Select the option "I want to upgrade a head," and then select the upgrade you want.

Note: *You must have a Gold Worm in your inventory to access this menu.*

Pro Tips!

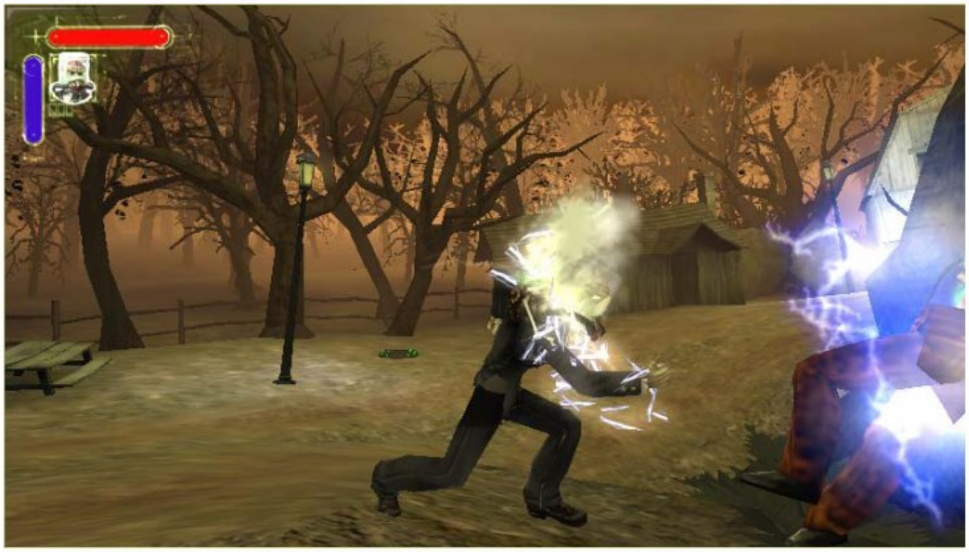
- There are 14 Gold Worms and 14 available upgrades, so don't sell any Gold Worms if you want to get all of the head upgrades!
- Fred receives a Gold Worm when he defeats each Boss. There are also people willing to trade them for a price, like the Thief in Creepy Hollow. Also, a Gold Worm is sometimes your reward for completing all of the missions from a single person.

The Heads

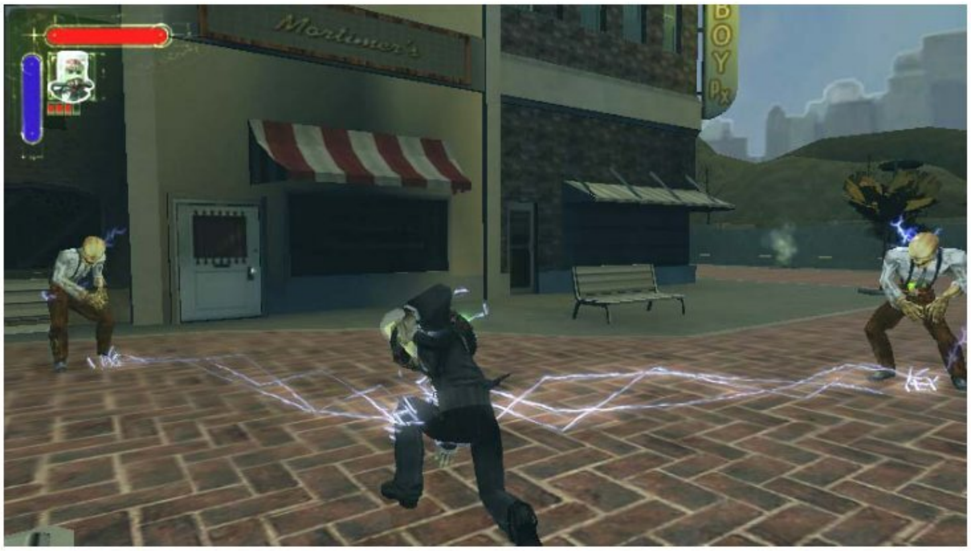
Jar Head

The Jar Head is Fred's default head and the one with which he begins the game. It is a large mason jar with Fred's brain and eyes floating inside. It was created by Doctor Steiner and has a couple of really cool special abilities. One of the most useful is the *Health Regeneration* passive ability. Although all of Fred's heads can regenerate health, the Jar Head does it the fastest. Another handy feature is the *Stealth Field Generator*, which can let Fred cloak himself to hide from enemies, security cameras, and many other things you may want to avoid. The quick speed of its normal attacks and the smooth combos make this head useful throughout the game.

Rage Attacks:

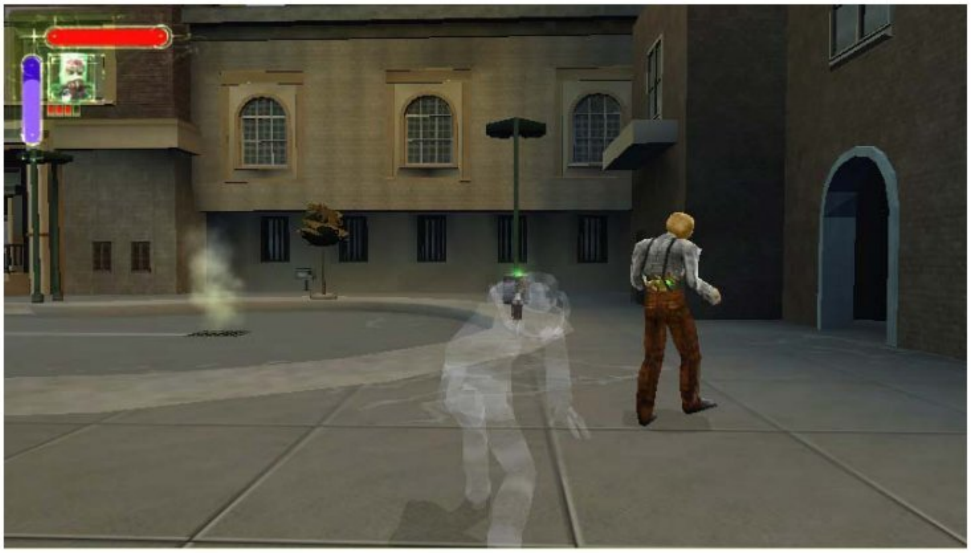


The Shocker – This is a focused attack where Fred thrusts his electrified fist into the gut of his target. A direct hit will send a jolt of electricity into the enemy, dealing massive damage. This quick and powerful attack is useful when you are surrounded.



Arc de Triomphe – This is a ranged attack that arcs lightning bolts between nearby enemies. It can easily hit multiple enemies, but doesn't have the raw power of *The Shocker*. It makes up for the lower damage by stunning all enemies it hits for a short amount of time.

Special Ability:



Stealth – To activate *Stealth*, hold the O button until the Special Meter is full. Fred's invisibility ends when the Special Meter is empty or if Fred disrupts the generator by jumping or falling. The *Stealth Field Generator* is still in the prototype phase, so there are a few loose wires that cause occasional malfunctions. When the gadget becomes unstable, Fred's color becomes brighter and a small electrical arc appears on the backpack. If you don't hold still and wait until it settles down before you move again, it will short circuit and shut itself off. The *Sneak Attack* upgrade fixes the unpredictability of the *Stealth Field Generator* and increases its battery so that its effects last much longer.

Passive Ability:

Health Regeneration – Except while Fred is being damaged and for a few seconds after, he will continuously regenerate health. All heads will regenerate a little bit of health very slowly, but the Jar Head is special because it regenerates a much greater amount of health in less time.

Head Upgrades:

Reanimator – This upgrade increases the rate at which Fred regenerates his health. It's probably the best upgrade to buy with your first Gold Worm since you can use its ability throughout the remainder of the game.

Sneak Attack – This upgrade fixes the loose wires in the *Stealth Field Generator* so that it no longer flickers and increases the amount of time that Fred can remain invisible. It also allows Fred to do a single-target, massive damage attack from *Stealth*. The attack does, however, knock Fred back to visibility, exposing him to any nearby enemies.

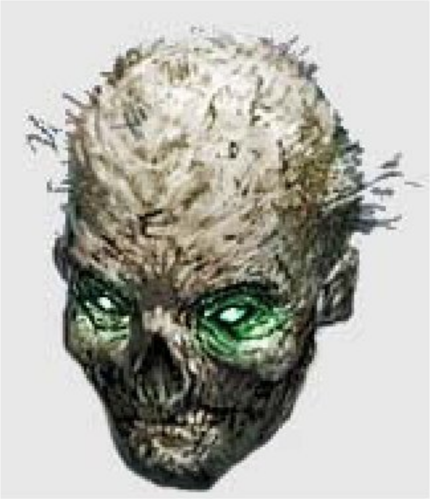
Counter Against:

Bone Thugs and Stone Idols

Pro Tips!

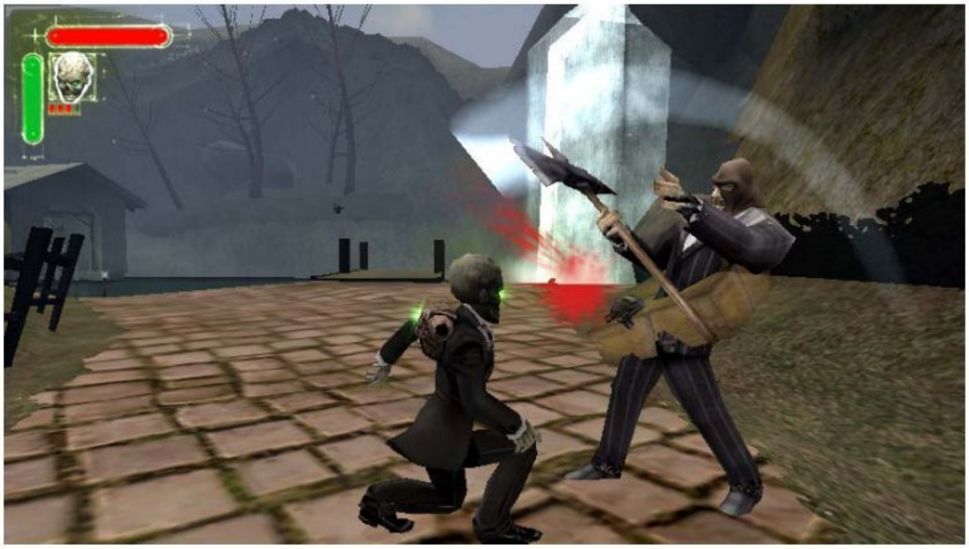
- When low on health, enter *Stealth* and move away from the enemies while Fred regenerates health. The enemies can't see him, so do this as many times as you need to.
- The *Reanimator* upgrade is very handy throughout the entire game, allowing for much faster *Health Regeneration*.
- A well-timed *Arc de Triomphe* Rage Attack can blow up birds that are flying nearby,

Corpse Head

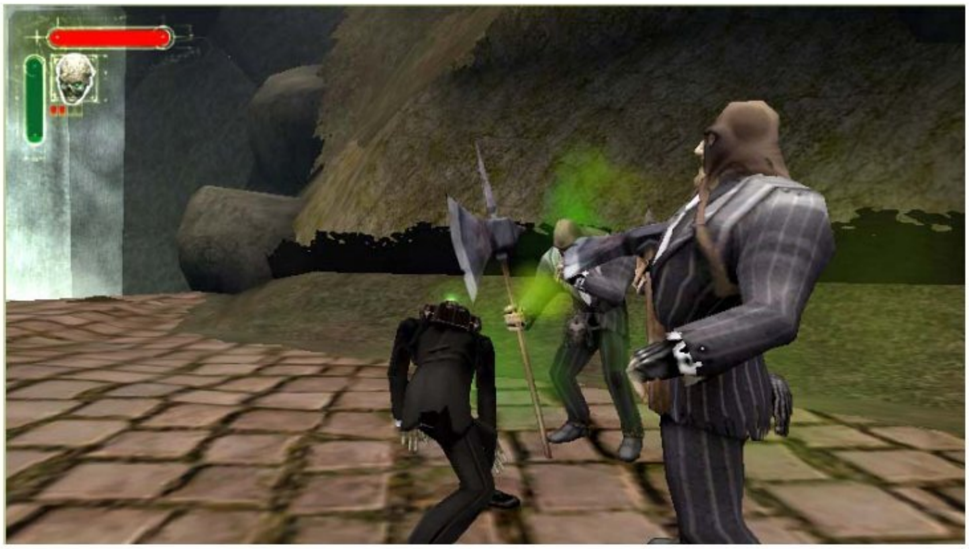


One of the first heads that Fred obtains is the Corpse Head: a stinky noggin with killer breath. This head has been ripped off one of the many Zombies lumbering around the streets of Hope Falls. Probably due to a failing nervous system, its combo attacks are slow and clumsy, but the Corpse Head makes up for it with great special abilities. The stretchy skin of the head expands, allowing Fred to suck up and spit out all kinds of liquids and gases. The normal special attack will cause a cloud of noxious Zombie breath to linger in the air, sending all nearby living enemies who encounter into coughing fits.

Rage Attacks:

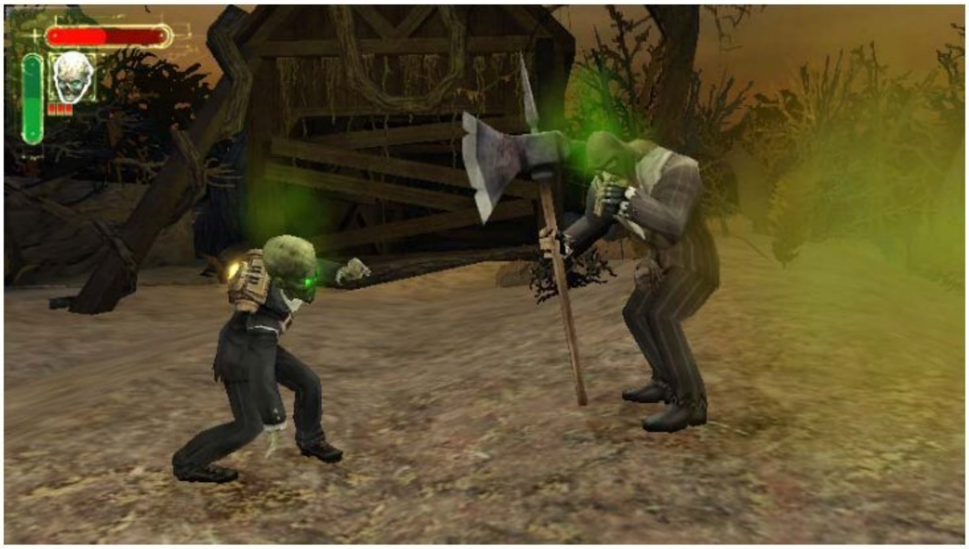


__Brain Eater__ – This is a focused attack of three vicious bites, specifically designed to gnaw right through the brain stem. As one of the strongest attacks in the game it kills almost anything that doesn't block it. Its utility is capped somewhat by its very short range, however—so make sure you are standing right up against your target when you trigger it.



Mourning Breath – This area attack spreads a quick *Hellitosis* in a 180 degree radius in front of Fred. It is particularly handy for taking out groups of Executioners or Freak Farmers when they surround Fred. This attack, like the other *Hellitosis* attack, does not affect non-living enemies such as Stone Idols, Zombies, Bone Heads, or Scarecrows, nor does it affect the supernatural enemies like the Witch Doctors and the Mutants.

Special Ability:



Hellitosis Breath – This can be activated by pressing the O button when the Special Meter is full. It causes living enemies to gag and cough, rendering them unable to attack for a short while. This is a great way to put an enemy or two out of commission while you take out their buddies. Just remember that this affect doesn't last long, so take out disabled enemies as quickly as possible.

Note: *This does not affect non-living enemies such as Zombies, Bone Thugs, and Stone Idols.*

Passive Abilities:

Super Sucker – This empty, rubbery head lets Fred suck up a variety of liquids and gases that can be used to solve puzzles throughout the game. Air sucked out of Airpipes or Air Conditioners makes Fred lighter than air, letting him float over obstacles or to hidden areas. Gasoline can be transferred between containers to power cars and other machines, or it can be sprayed over an open flame to give Fred Flamethrower Breath. Sucked up water can be used to douse fires or cause electrical shorts. Also, in a few isolated instances, Fred can suck up and spit out Weedkiller, clearing overgrown vegetation from his path.

Head Upgrades:

Super Spray – With this improvement, Fred is able to knock enemies down with the all the force of a fire hose. This upgrade makes a simple head full of liquid a powerful tool to keep enemies from getting into melee range.

Plague – This upgrade improves *Hellitosis Breath*. It causes a damage-over-time effect that can be transferred between enemies and even Fred! However, it still doesn't affect non-living enemies such as Zombies, Bone Thugs, and Stone Idols, and it only affects Fred if he isn't wearing the Corpse Head. The *Plague* appears as the greenish *Hellitosis* cloud, but with the addition of floating parasites. This is best used against enemies that maintain their distance from Fred.

Counter Against:

Executioners

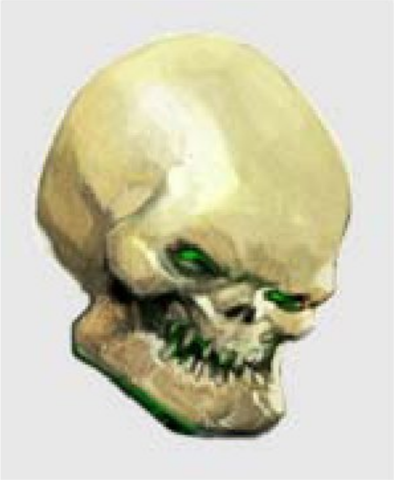
Pro Tips!

- *Plague* can be a handy ability, but if Fred isn't wearing the Corpse Head, he can be affected too. When an enemy is affected by *Plague*, change to a ranged attack head like the Tiki Head or Bone Head and move away—fast.
- Fred's ability to suck up liquids and gases is interrupted by any damage dealt to the player. If you want to suck up liquids or gases, wait until any poison or other damage effects wear off.

Pro Tip!

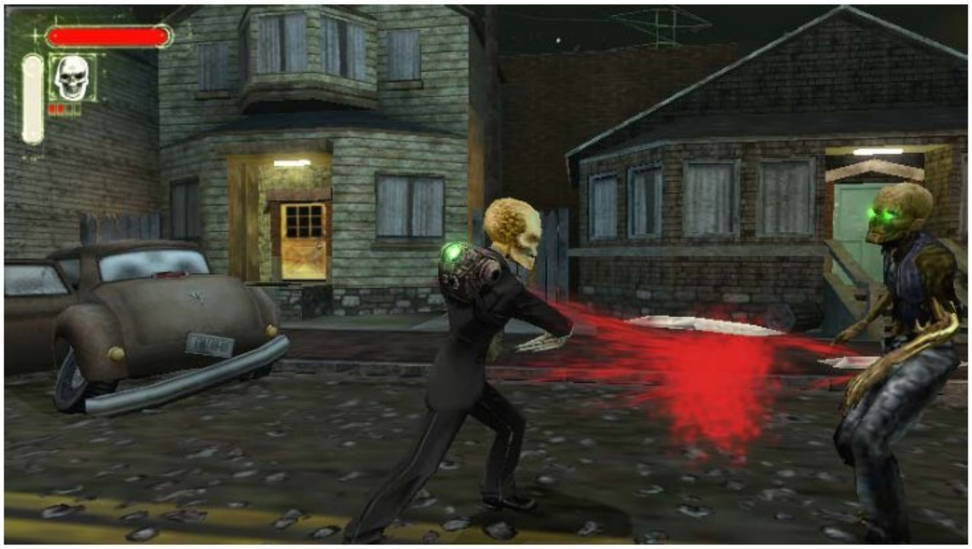
If Fred is on fire in an area where he can suck up water (from Fire Hydrants, Fish Tanks, etc.), once he has filled up his Corpse Head, he can douse the fire by switching to a different head. During the head swap, the tanked water splashes down and puts the fire right out.

Bone Head

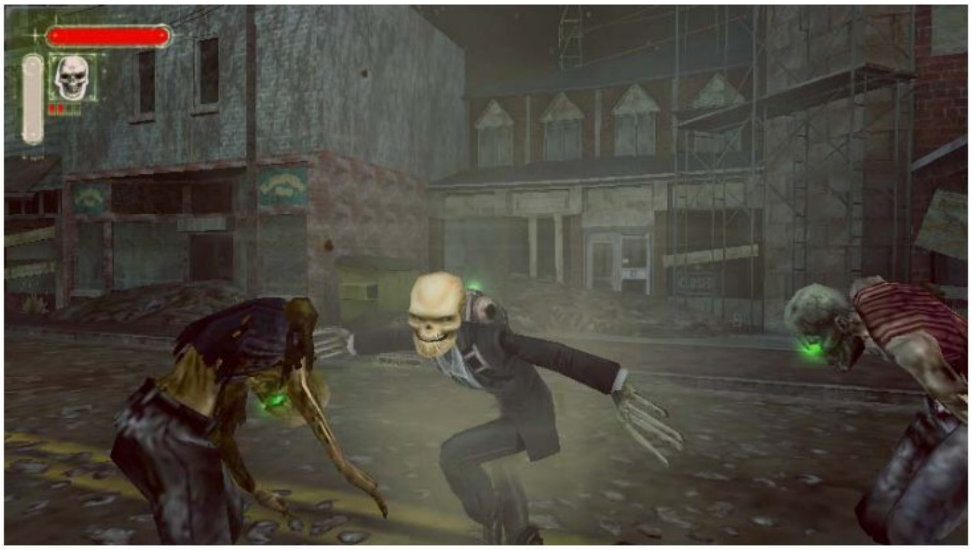


With intense power, excellent speed, and smooth combo attacks, the Bone Head is a great choice for up-close and personal fights. It's also great for attacking from a distance with its special attack that shoots projectile teeth in a shotgun-style attack. When Fred switches to the Bone Head his fingers grow to a scary length, great for slicing and dicing enemies, wires, ropes, and bosses. His freakishly long digits also enable him to climb Meat Trail walls to reach previously unreachable areas.

Rage Attacks:

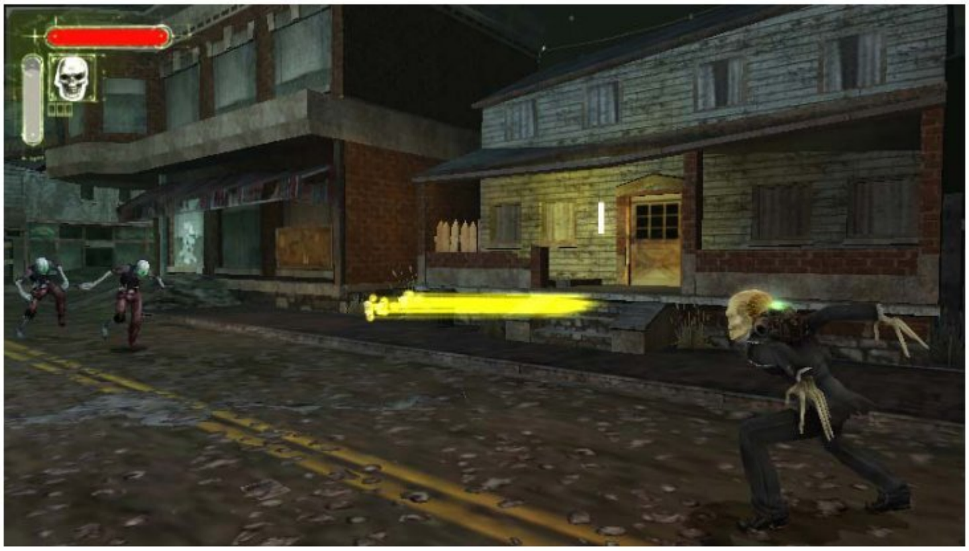


The Dead Head Shred – For this gruesome ranged attack, Fred yanks out his own ribs and throws them like knives in a focused line. This is a great attack to use in combination with others since it stuns most enemies that fail to block it and even kills some enemies in one hit, such as the Scarecrow. Once an enemy is stunned, get your Rage Point back by headhunting them.



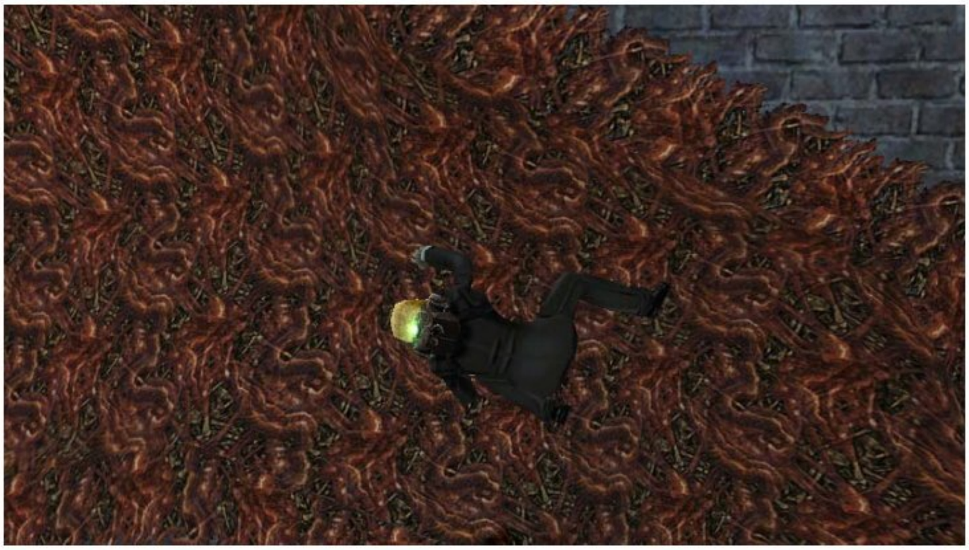
The Death Swirly – This is an area attack where Fred spins like a tornado with his claws extended. The player can control the direction of Fred's spin, giving him the ability to take out enemies like a lawnmower of doom. Use this when surrounded by enemies or to take out an enemy captain, since few enemy types can take the full force of the *Death Swirly* and live to tell the tale. The movement allowed by this attack also lets Fred get away from a mob of enemies and move to a more optimal location. This makes it harder for enemies to continue surrounding Fred and can help get Fred out of sticky situations long enough to regenerate some health.

Special Ability:



Spitting Teeth – This attack shoots a blast of razor-sharp teeth at the enemies in a shotgun-like formation. Like a shotgun, the blasted particles are focused up close, but the teeth spread out as they travel farther away. Performing this attack uses a small amount of the Special Meter, so you can use it many times in a row before needing a break to let the meter replenish. Use this attack in combination with your melee attacks to devastate the enemies that get too close, or use the teeth to shoot at enemies in the distance, to knock items out of trees or off of clothes lines, and to break down old fences.

Passive Ability:



Five Finger Fred – Fred is able to use his sharp claws to slice cables and ropes as well as climb on Meat Trail walls throughout the game. To scale a Meat Trail simply equip the Bone Head and jump towards the wall of flesh. Fred will latch on and can then navigate the trail. Pressing the jump button again triggers Fred to dismount.

Head Upgrades:

Double Dentures – This upgrade doubles the amount of teeth you spit with a special attack, but still only drains a small amount of the Special Meter for each use. Effectively, double the amount of teeth means double the damage plus an increased chance to hit far away enemies and objects, because more teeth are spreading over the same area.

Blood Bath – This upgrade includes two separate improvements. The first is a 30% chance to "crit" which causes the screen to flash and does 150% damage for that attack. The second improvement is a damage-over-time Bleeding effect which is triggered every time the enemy is hit with a heavy combo *ender*. (□-X-□ and □-X-X both cause the Bleeding DOT.)

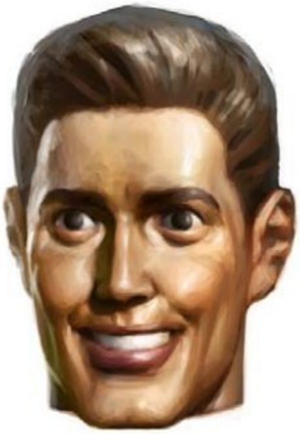
Counter Against:

Witch Doctors and Zombies

Pro Tips!

- Instead of using the *Double Dentures* as a ranged attack, use it up close just before beginning a melee combo to ensure that all the teeth hit and deal massive damage. Up close, this attack kills most enemies with just a few shots.
- When you hear a Mad Cow moo, run away as fast as you can, but as you're hightailing it, send a mouthful of teeth back at the barreling bovine. If any of the teeth hit, the Mad Cow will explode while it is still out of damage range. Since only one tooth needs to hit the cow, the spread effect is really helpful in this situation.
- The *Dead Head Shred* is a powerful Rage Attack. If you hit a Witch Doctor or Zombie with all the bones, they will be stunned and you can replenish your Rage Point by beheading them

Dummy Head

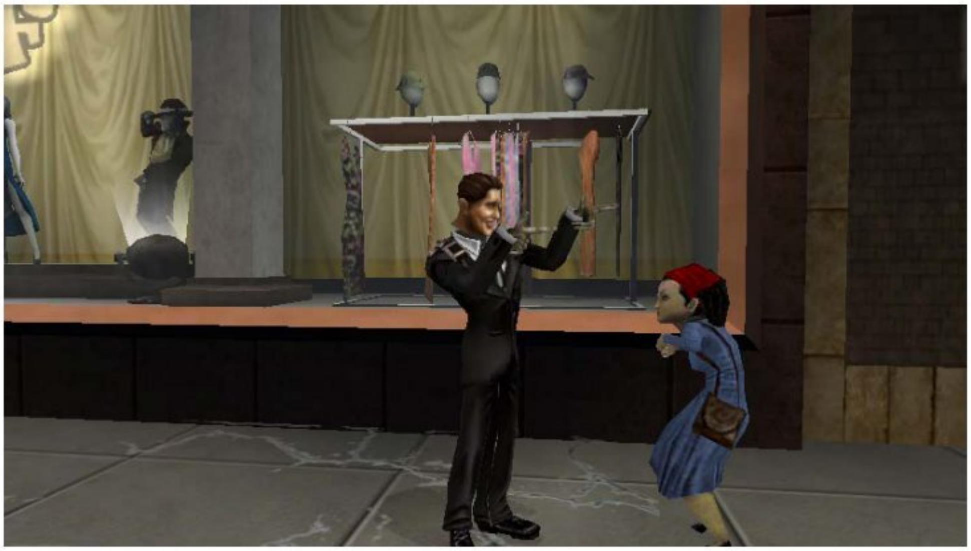


Like a Botox-injection-gone-wrong, the Dummy Head is never caught without a smile. This slick dome is acquired from Elle Cosmo for the small price of killing some bony hoodlums and it comes with some incredibly useful Denizen-charming skills. Gone are the days where people on the street scream in terror as Fred walks by. In fact, this head allows Fred to talk to any resident of Hope Falls without offending anyone's delicate sensibilities. If one of your other heads freaks out nearby denizens, using an Attack or Special Attack while wearing the Dummy Head cues a *Wave* or *Double Finger Guns*, lulling them back into a relaxed state.

Rage Attacks:

N/A

Special Ability:



Double Finger Guns – This suave move can soothe any frightened Denizen and it makes Fred look pretty darn hip. Use this ability on cowering Denizens to charm them back to their senses and they'll be talking and trading with you in no time.

Passive Ability:

Well, Hello There Gorgeous – With this handsome—if slightly stiff—head, Fred is able to mingle with Denizens and catch up with the latest Hope Falls gossip. Wearing this head, he is unable to attack enemies, but if an enemy is already stunned, the Dummy Head's smile never falters as Fred rips the bad guy's head off.

Head Upgrades:

N/A

Counter Against:

N/A

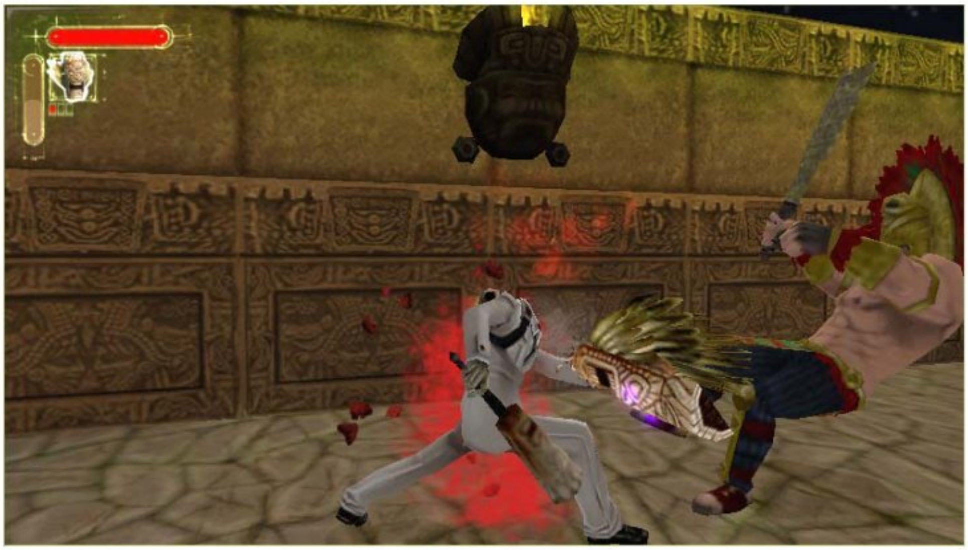
Pro Tip!

- Battle can get frantic, especially when switching heads quickly. If you accidentally switch to the Dummy Head while fighting, move away from the danger zone and switch heads as soon as possible to a more combat-friendly head!

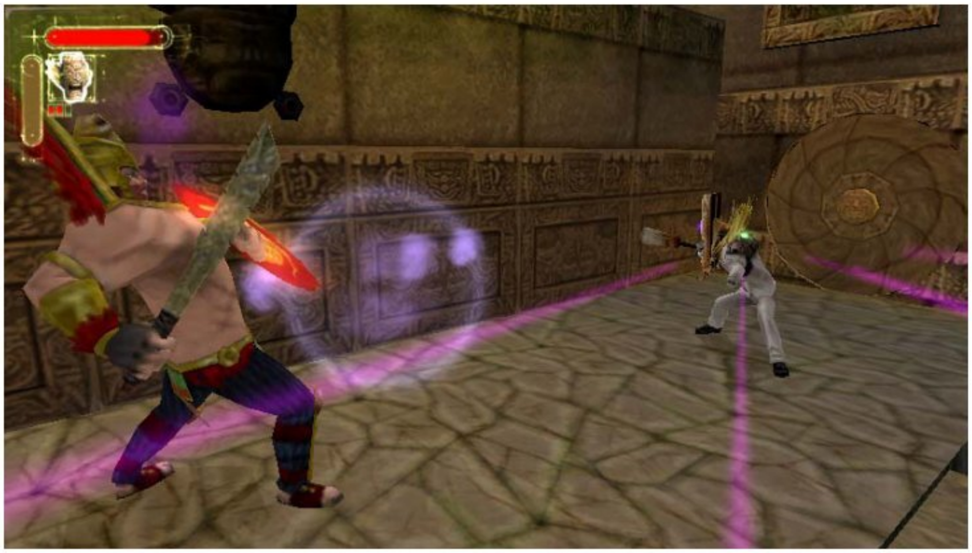
Tiki Head

The Tiki Head is a large wooden mask—covering who-knows-what type of face—with the ability to confuse enemies for satisfying results. The *Tiki Decoy* pulls all attention away from Fred, letting him slip by unnoticed while the enemies in the area attack the ethereal (and strangely heavy) decoy. The Tiki Head's attack speed is good and the combos are fairly smooth, making it a very well-rounded head. Another great feature about the Tiki Head is the *Tiki Dart* ranged attack, capable of inflicting some nice impact damage and receiving really special upgrades with the application of a Gold Worm or two.

Rage Attacks:

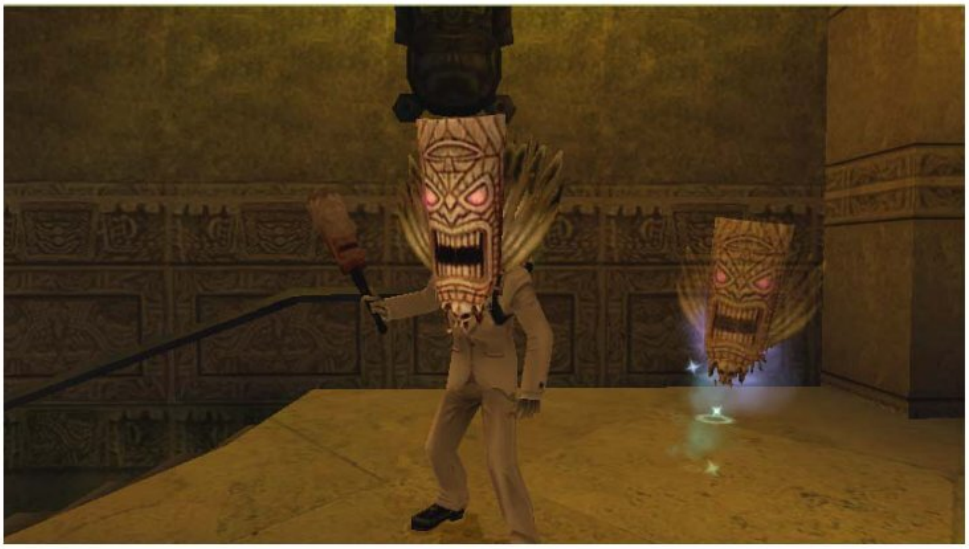


Head Banging – This is a focused attack of three hits wherein Fred removes his head and employs it to bash the enemy. This attack is best used in combination with normal melee attacks or with other Rage Attacks as it usually doesn't take out too many enemies on its own.



Tijuana Tiki Torture – This is a ranged area attack wherein Fred shoots several *Tiki Darts* in a 180° fan motion in front of him. This attack is most useful when fighting against a group of enemies arrayed in front of Fred. It is also useful in combination with the *Bad Medicine* upgrade, because the darts themselves do minor damage, but with the *Bad Medicine* upgrade, the enemies turn on each other.

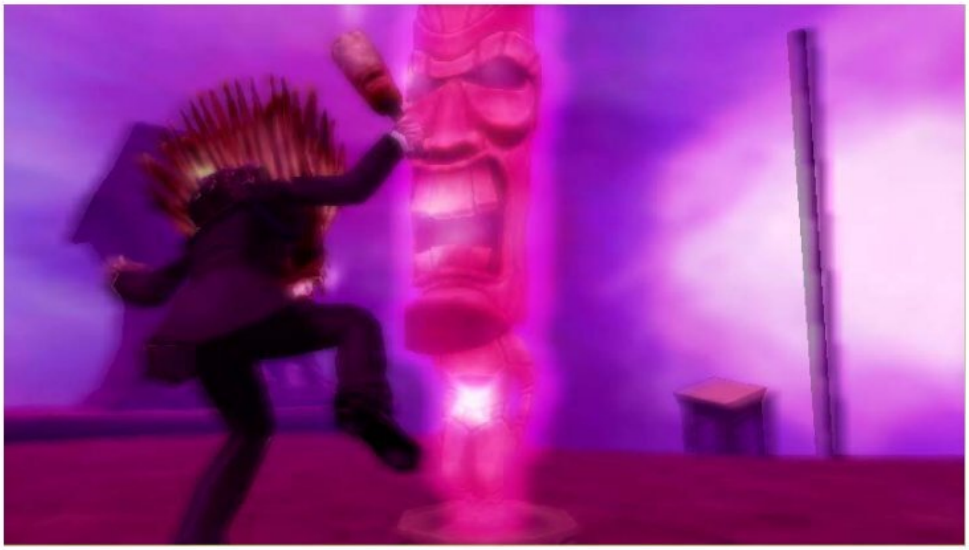
Special Abilities:



The Tiki Decoy – When activated, this places a Tiki mask on the ground to draw attention away from Fred. To drop a *Tiki Decoy*, press the O button when not in First Person View. Enemies in the area will lose focus of Fred and will instead concentrate their attacks against the floating head, allowing Fred to either single out one enemy or to escape and do some regenerating. When combined with the *Decoy's Revenge* upgrade, the decoy also fires *Tiki Darts* at any enemies attacking it.

Tiki Darts – When Fred is in First Person View and the O button is pressed, he shoots small darts with a purple trail. The projectiles do impact damage to anyone they hit. The Special Meter depletes much like with the Bone Head, only a small amount at a time. This enables Fred to fire numerous darts before running out. When combined with the *Bad Medicine* upgrade, affected enemies will attack each other rather than attacking Fred. Using this wisely, you can easily keep several enemies confused long enough to kill each other while Fred sits back and regenerates. Be careful though, *Bad Medicine* doesn't last very long and if you're not careful, you could find a bunch of rather angry enemies coming your way looking for some revenge.

Passive Ability:



Entering The Tiki Realm – The *Tiki Realm* is a world between worlds, which can be rather helpful when trying to get between distant areas quickly. The only way to enter the *Tiki Realm* is to interact with the Tiki Totems that are scattered all throughout the game while wearing the Tiki Head. Each Tiki Totem has a sister totem that it will lead to in the *Tiki Realm*, granting Fred passage to areas that would be inaccessible otherwise. There are often enemies in there with you, so don't get fooled into thinking that the *Tiki Realm* equals safe passage. Defeating the enemies on each platform will trigger either the next platform or the exit Tiki Totem to appear.

Head Upgrades:

Bad Medicine – This is an upgrade for *Tiki Darts* that causes the affected enemy to become confused and attack other enemies, ignoring you. This is a great way to buy time to regenerate health while your enemies fight amongst themselves. Just be careful: it doesn't last very long.

Decoy's Revenge – This useful upgrade allows the *Tiki Decoy* to automatically fire darts at enemies who are attacking it. The darts used by the decoy do not use the *Bad Medicine* upgrade, however. If you find yourself using the *Tiki Decoy* often, then this is the upgrade for you!

Counter Against:

Gladiators

Pro Tips!

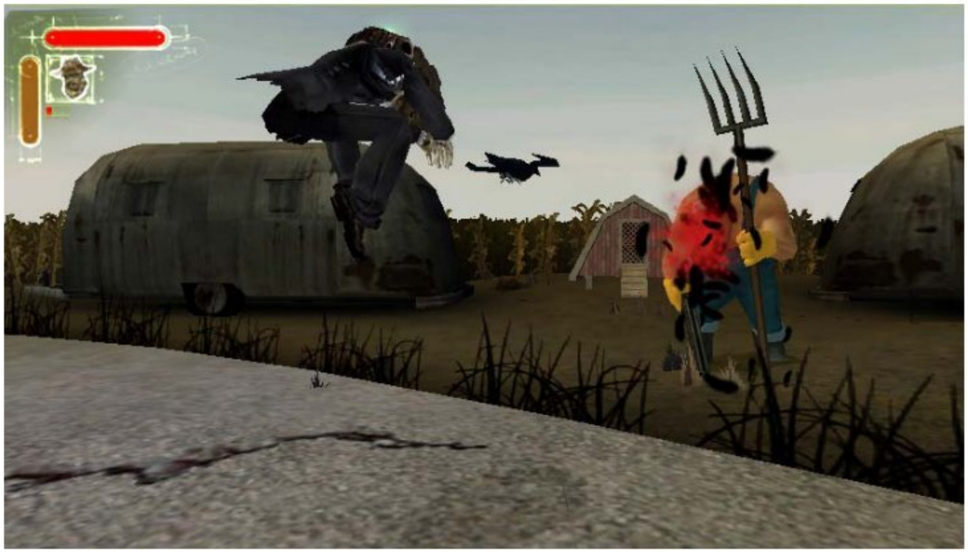
- The *Tiki Decoy* can be used to distract a group of enemies while Fred singles one out. While the *Tiki Decoy* is still active, enemies will not attack Fred so long as he doesn't hit them.

- *Bad Medicine* is a really useful upgrade. If Fred needs some time to regenerate, fire

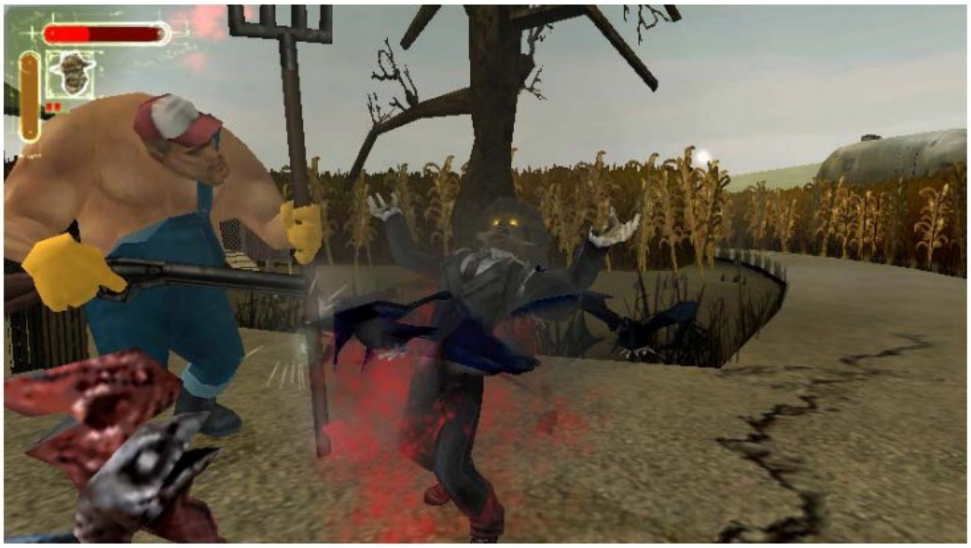
Scarecrow Head

This head could be better—if it only had a brain! Of course, the crows pecked out the brain awhile ago, leaving behind only straw and a bad attitude. Now the crows are happy to circle around the stuffed burlap heads of their former enemies, assisting Fred in battle whenever he is wearing the Scarecrow Head. The Scarecrow Head gives Fred fluid and relatively fast attacks. Its combos are a little slower, but do push the enemies away from Fred, letting him fire a couple of crows at the end of combos for some extra damage. Additionally, it can fire crows at enemies from far away for a nice ranged attack.

Rage Attacks:

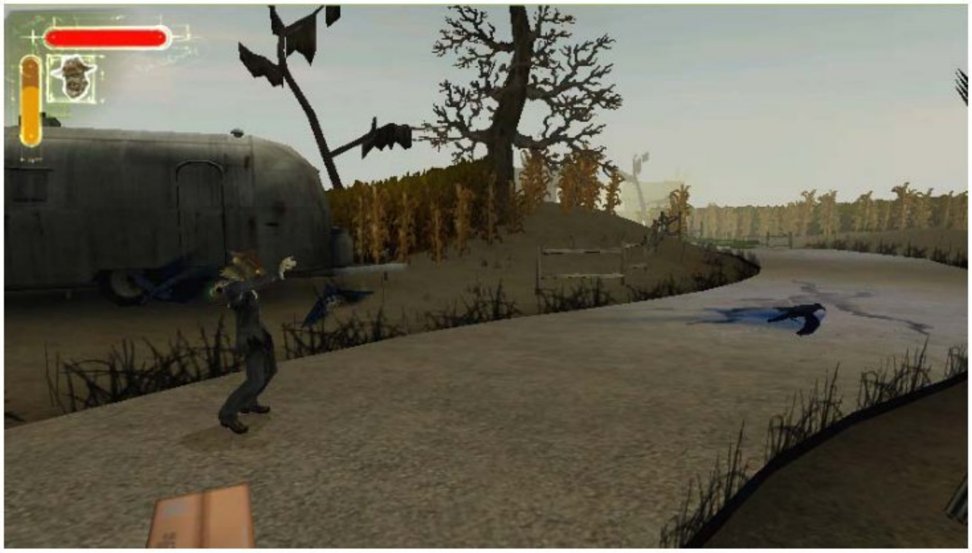


Caws for Alarm – This ranged attack shoots four high-powered crows in a focused line. Try using this attack against Freak Farmers or whenever an enemy has been pushed back outside of melee range. Overall, *Caws for Alarm* is a powerful attack, but it can be dodged easily, and Freak Farmers are pretty good at doing so. For your best chance, wait until enemies have either started an attack combo or dropped their guard before initiating this Rage Attack.



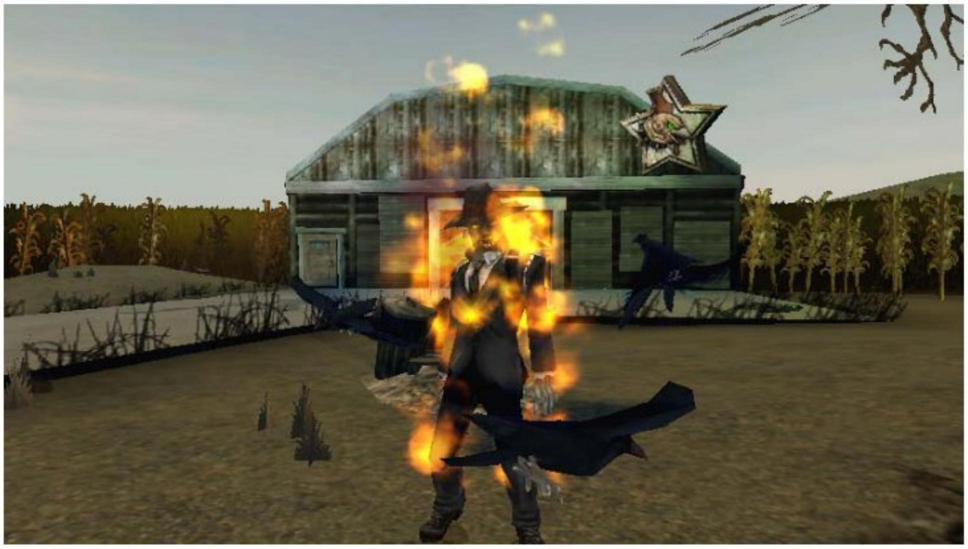
__Murder of Crows__ – This Rage Attack summons a swarm of crows to circle Fred and spread outwards. The crows encircle Fred and cause damage to everything that they hit while spinning around him. This can be very handy when Fred is surrounded by enemies and can even damage breakable boxes and breakable lamps. Doing this when Fred is on fire has even more spectacular effects. This is a great attack to use against the Freak Farmers, but be aware that they are rather adept at blocking it, so make sure that you wait for just the right moment before spending a Rage Point on this attack.

Special Ability:



__Attack Crows__ – Pressing the O button makes Fred shoot crows, barreling forward as if from a cannon. You can fire a crow in both viewing modes. If you're firing in Third Person View, the crows will try to hit a nearby target. When firing crows in First Person View, moving the cross hair will change the trajectory of the crow as they try to course correct towards the cross hair. You can use this for precise aiming or for last minute corrections after firing. If Fred is on fire or if the shot crow passes through fire, it ignites. Fred can use flaming crows to light things on fire from a distance, and flaming crows also do more damage to enemy targets. Fred can have a maximum of three crows circling him at a time. After firing one, it takes a few seconds for the Special Meter to regenerate and replace the spent crow.

Passive Ability:



Fire-proof – Fred does not take damage from fire while wearing this head and can shoot flaming crows while on fire. While Fred is a walking torch, he can set his enemies on fire without taking any damage from the flames himself.

Head Upgrades:

Salvo – This upgrade improves *Caws for Alarm* by now shooting all three crows at once, but it does get a little harder to precision aim. The Special Meter empties in one shot, since all the crows need to respawn, but the crow regeneration time improves vastly as well. This is a very useful upgrade, providing three times the damage in one shot.

Swarm – This upgrade summons a few extra birds to attack the enemy, causing damage over time when they get hit with a projectile crow. These crows encircle the enemy and swoop through them a couple of times after the initial impact. Combined with the *Salvo* upgrade, this is a sure way to knock a hefty chuck of life off of an enemy.

Counter Against:

Freak Farmers

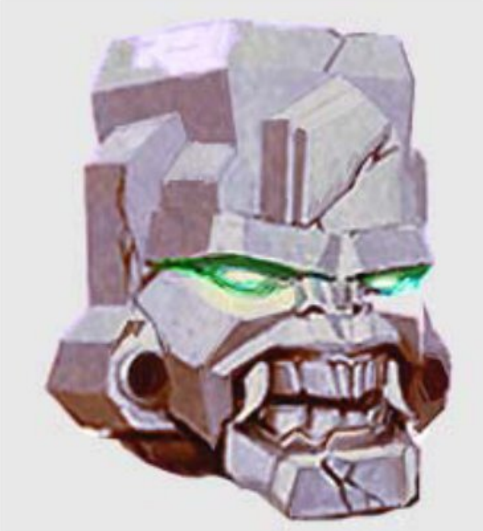
Pro Tips!

- The □, □, X combo is very fast and has almost no recovery time at the end, allowing the player to make a steady stream of attacks. This combo is very effective on Freak Farmers.

- The □, X, X combo fires two crows at the end without draining any of the Special Meter. This is great for when you need a projectile right away, but the Special Meter is depleted, or when you want to conserve crows.

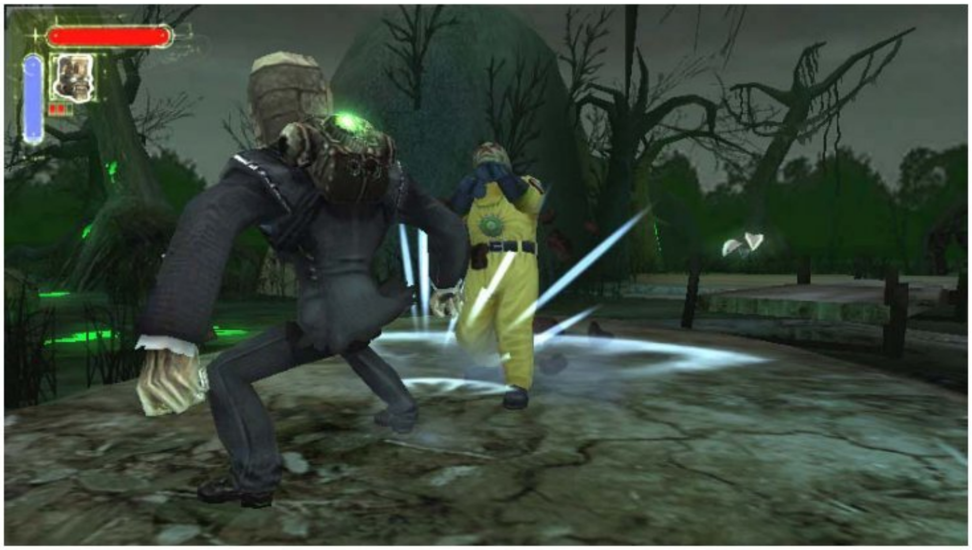
- The Scarecrow Head Rage Attacks are more effective when Fred is on fire. If Fred lights

Stone Idol Head

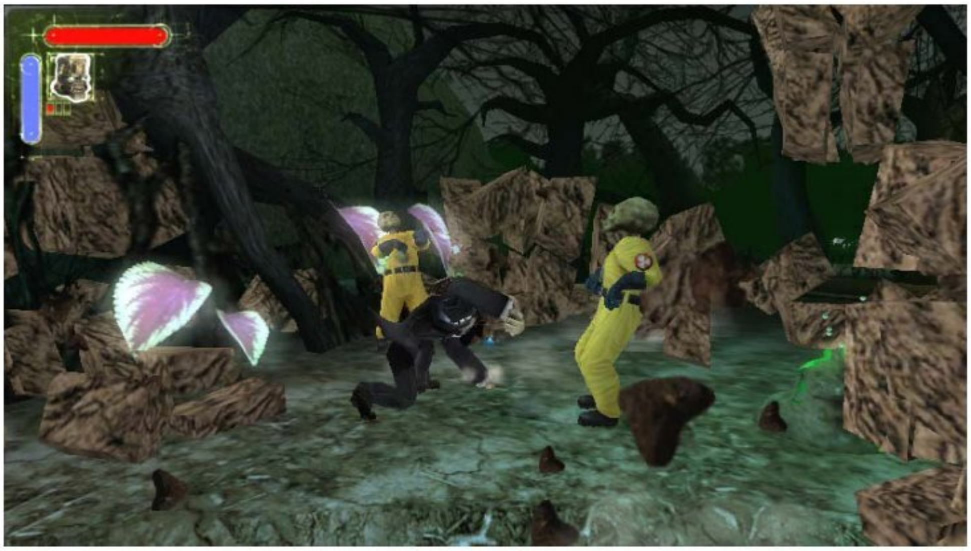


The Stone Idol Head is quite the heavy hitter. Its attacks are powerful and can knock enemies out of any Rage Attacks they are performing, but it is balanced by comparatively slow movement and attack speeds. Its great weight causes it to suffer from a weak jump, but it also enables Fred to travel underwater, move heavy objects, and break through weak and cracked walls. These abilities make it ideal for finding secret areas.

Rage Attacks:

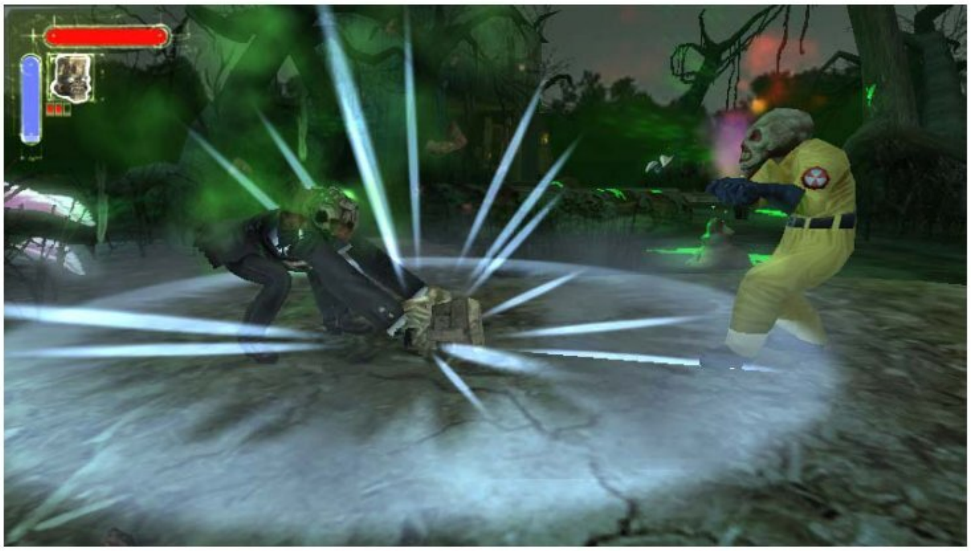


Seismic Stomp – This is a focused stomp that sends a shock wave forward from the point of impact. It does a reasonable amount of damage and is best used when combined with the normal combo melee attacks. It works particularly well on Mutants, whose oversized noggins give them a poor sense of equilibrium. Use this attack on single enemies and when you want to remove a nearby enemy from the equation quickly, but don't be surprised when enemies rise to their feet, ready to keep fighting.



__On the Rocks__ – This is an area-of-effect attack wherein boulders fall from the sky and crush enemies around Fred. It's a very powerful attack and is best used when up against large groups of enemies that are all pretty close to Fred. This attack helps make up for the slow speed of the Stone Idol Head, because it can hit enemies at range and knock them down, giving Fred time to run into melee range where the Stone Idol Head really shines.

Special Abilities:



__Ground Pound__ – Pressing the O button while the Stone Idol Head is equipped performs a *Ground Pound* attack wherein Fred pummels the ground with his head, causing all nearby enemies to take damage. It can also be used to activate buttons on the ground. This is a great attack to use when surrounded by enemies and you want to damage them all. In conjunction with the Knockdown upgrade, Fred can clear a path through a group of enemies, but be careful to keep your thumb off the Analog stick, or you may end up performing a *Ram Attack* instead.

Ram Attack – Pressing the O button while holding any direction on the Analog stick cues Fred to hurl himself in that direction in a massive *Ram Attack*. This glorified head-butt works phenomenally well as a starting attack against most enemies and is the best way to break a Gladiator's shield so that they can be damaged. It can also be used to activate buttons on doors and walls as well as break weakened walls or rubble. Its least obvious use is to create a burst of speed, great for when you get tired of lumbering along or you need to escape a fight.

Passive Abilities:

Sink Like a Stone – The Stone Idol Head gives Fred immunity to drowning. Instead of suffocating, he sinks to the bottom and walks around with no need for oxygen.

Super Heavyweight – This head is after all made of stone, and that means it's super heavy. When wearing this granite block on his shoulders, Fred can move heavy objects, break open metal boxes, and withstand strong winds. It can also be used to break through weak structures and cracked walls. Try using this head when you need to get something out of your way or to move items that are stuck.

Note: *This head won't help with "jammed" levers, but some levers may need its extra weight to get them moving!*

Head Upgrades:

Knockdown – This is an upgrade to the *Ground Pound* and *Ram Attack*, allowing Fred to knock enemies to the ground. This can be used as a strategy to catch enemies off guard and allow Fred to get a few more hits in on them. It can be exceedingly useful when dealing with groups of enemies. Bear in mind, however, that this will not knock down Stone Idols as they are immune to this upgrade!

Quake – This upgrades the *Ground Pound*'s radius as well as the amount of damage it deals out. It is ideal for dealing with larger groups of enemies and for taking out groups of enemies that don't need to come into melee range to be effective, such as the Scarecrows, Executioners, and Bone Thugs.

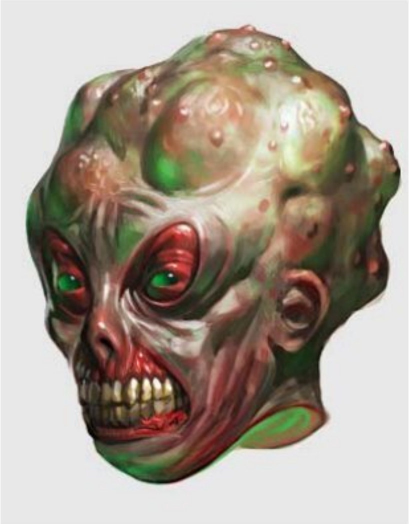
Counter Against:

Mutants

Pro Tips!

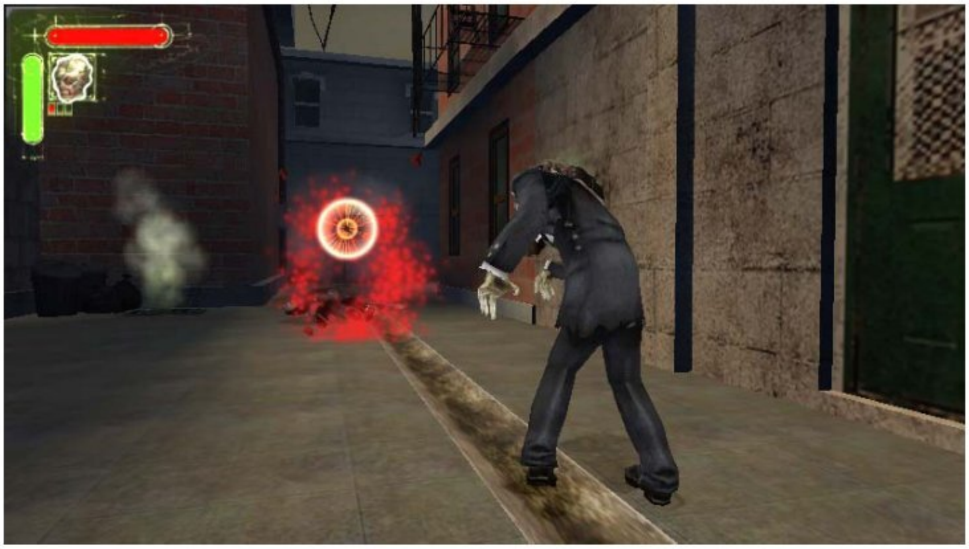
- While traveling underwater use the *Ram Attack* to speed up the trip. This is also useful if you need to hightail it away from an enemy out of water, too.
- The Stone Idol Head is extremely useful should Fred fall into water and begin to drown. If it is available, quickly equip the Stone Idol Head and save Fred from a watery grave.

Mutant Head

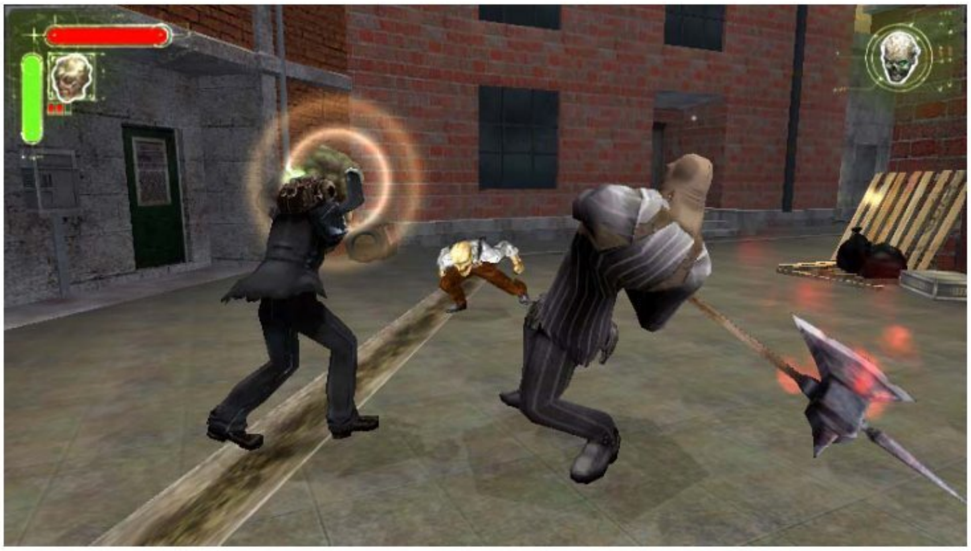


The ugliest head of the bunch is the Mutant Head. Its attack combos have a lot of recovery time and can be kind of clumsy, but the Rage Attacks are very powerful and the Special has a long range. When wearing this gnarly head, Fred is also immune to radiation, allowing him to get through areas that killed him before. Its special attack *Acid Puke* does double duty as a gross way to cause damage-over-time and an all-purpose sealant, clogging holes in leaky pipes.

Rage Attacks:

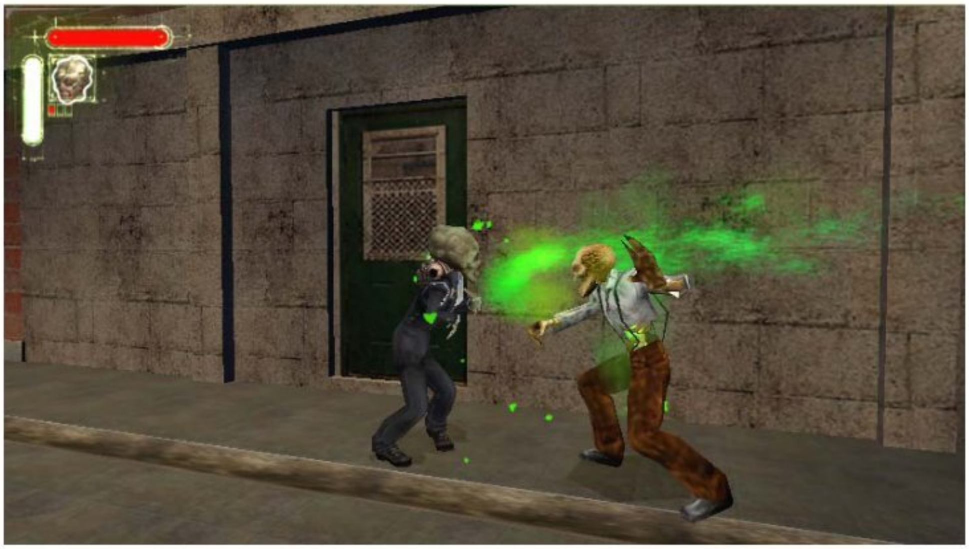


Mind Bullets – This psychic attack sends a single energy bullet, fired from the mind, into the head of the enemy. It kills many enemies in one hit, shattering their craniums. The high amount of damage it causes makes it most effective when you need to take out a single, difficult enemy, even if he doesn't die in one shot. When you trigger *Mind Bullets,* be sure that you're facing the right direction, because it's easy to miss with this attack.



Telepathic Frenzy – This psychic scream causes the heads of enemies in Fred's field of vision to explode. It has a slightly lower chance than *Mind Bullets* to kill in one hit, but makes up for it by affecting enemies in a large area in front of Fred. The further away an enemy is the less damage they receive, and the less likely they are to die in one shot. It's a great attack to use against groups of enemies, especially those that like to get in close like Zombies. Because of this attack, this head is particularly handy when fighting in Grizzle's Ultimate Arena where you fight wave after wave of grouped enemies.

Special Ability:



Acid Puke – This radioactive liquid can be sprayed out onto enemies, inflicting disgust and damage-over-time. It can also be used in some areas to clog broken pipes. Use the incredibly long range on this attack to your advantage, by keeping your distance as you attack, but remember, this nasty attack has no effect on Mutants. It's most effective against living enemies and when combined with the *Nuke Puke* upgrade, it causes its victims to vomit uncontrollably much like the Corpse Head's *Hellitosis* attacks.

Passive Abilities:

Radiation-Proof – While wearing the Mutant Head, Fred doesn't take damage from radiation. This opens up many new areas to exploration.

I Spy Nuke Nuggets – This head lets Fred see Nuke Nuggets. Twenty of these must be collected to finish one of Dr. Grimes' missions.

Toxic Box Breaker – Fred can now get into all of those toxic boxes he had to pass up, so long as his neck is sporting the Mutant Head.

Head Upgrades:

Nuke Puke – This upgrades the *Acid Puke* attack, causing most enemies who are hit by it to stop attacking and vomit themselves. This only affects living enemies, like the Corpse Head's *Hellitosis* attacks.

Nuke Field – With this upgrade, whenever Fred is wearing the Mutant Head, he emits a field of radiation harming any enemies who are nearby. This is highly effective against the enemies who use primarily melee attacks.

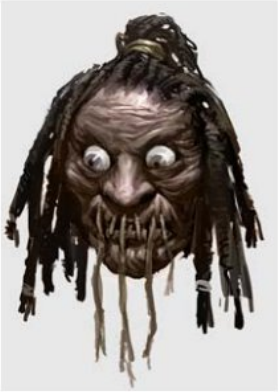
Counter Against:

Scarecrows

Pro Tips!

- *Telepathic Frenzy* is a great way to thin a horde of enemies. Change to this head to perform a quick Rage Attack, and then swap back to a different head to finish the job.
- The Mutant Head allows Fred to move very quickly and is useful if you are caught in a radiation zone with several enemies and low health and need to run to safety.
- When Fred performs the □, X, □ combo, he pulls out a small Nuke Nugget and hits the enemy with it, mimicking the results of his vomit attacks, but with a combo!

Shrunken Head



The Shrunken Head is not selectable in the radial Head Selector, but a prompt appears on screen every time there is an opportunity to shrink down. There are many locations in the game that this head allows Fred to explore, that otherwise he is simply too big to enter. Just remember—the Shrunken Head will shrink Fred's body, but it won't have any affect on the size of his ego.

Rage Attacks:

N/A

Special Abilities:

Dive Roll – Fred can perform a *Dive Roll* under low hanging obstacles by pressing the O button.

Rolling Uppercut – While rolling, if Fred pushes the X button, he launches upwards to perform a *Rolling Uppercut*. This move, along with the *Dive Roll*, is critical to getting through many of the Shrunken Head areas and for collecting all of the hard to reach items he finds inside them.

Passive Ability:

Minimize Me! – At this tiny size, Fred can access rat holes, hollowed logs, and other tiny spaces he normally couldn't fit into with those huge heads of his.

Head Upgrades:

N/A

Counter Against:

N/A

Pro Tips!

- The *Rolling Uppercut* propels Fred extra high. If there is a ledge you just can't seem to reach with a normal jump, try a *Rolling Uppercut* to get that extra boost.

- The Sawmill in Creepy Hollow and the Warehouse in Downtown both have areas in which dangerous obstacles are set very close together. When you find yourself in a tight spot, consider performing a *Roll Dive* to blast past the danger zone.

Fred's suits

Fred is nothing, if not a classy and tasteful guy. He comes from a time when going to work everyday meant putting on your suit and tie and putting in a hard day at the office...or at the Nukular Plant...or at the Casino. After the working day is over, he changes into fancier duds and steps out to hit the local club scene. To investigate all angles of Pitt's shady dealings in Hope Falls, Fred needs to use his entire wardrobe to access all the local hotspots.

Apart from the PI suit, all suits in the game are purchased from Elle Cosmo at the No Frills Boutique in Uptown Hope Falls. To change his clothes, Fred must have access to a Wardrobe. The Wardrobes are located at the No Frills Boutique in Uptown, at Fred's Office in Old Hope Falls, and at the Changing Room in the Nukular Plant.

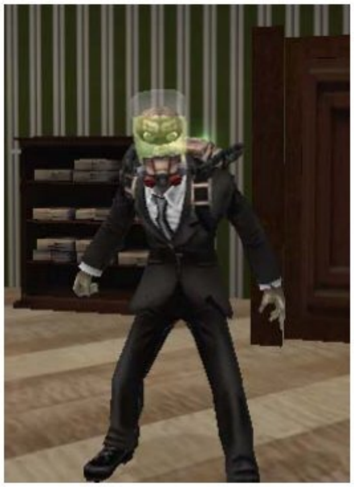
Pro Tip!

Changing suits at Fred's Office is convenient because of the Manhole located in the corner.

Fred's PI Suit

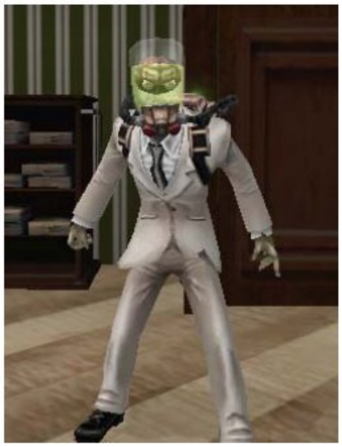
Fred's starting suit is the same one he died in and he's understandably eager to trade in for some fancier—and better smelling—clothes. This suit has no special features beyond keeping Fred clothed and safe from any prying eyes that might be searching for additional mutations on his headless physique.

The Italian Suit



The Italian suit is a much nicer version of the PI Suit. It's new and still has that "fresh from the wardrobe" smell—as opposed to that "fresh from the grave" smell. This is the premier outfit for hobnobbing with the locals at the Bongo Club. In fact, Bongo Club management won't even let Fred in without this *particular* suit. It is reasonably priced at $360.

The High Roller Suit



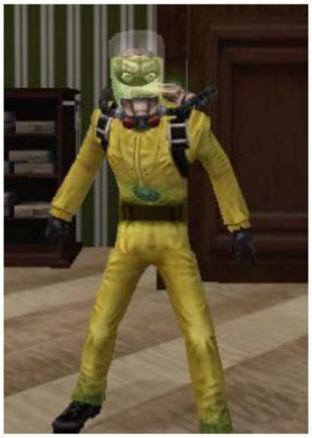
The High Roller suit is the suavest suit in Fred's wardrobe! With this outfit, Fred can trick the staff of the Montezuma's Casino into believing that he is truly a High Roller and worthy of entrance into the classier areas of the Casino. With this suit, Fred allowed access to the Championship Featherdome and to the Casino's Private Fishing Hole, as well as to the exclusive Casino Bartender that is in the High Roller area of the Casino. This suit runs Fred a mere $550—a pittance for this level of craftsmanship, really.

After you visit Jeanne Rossini at the Bongo Club, purchase and change into this suit before you head to the Casino. If you have the completed the *Mysterious Package* mission for the Post Man, paying for this suit won't present a challenge.

Pro Tip!

Fred can enter the Casino wearing any suit; however, Fred will not be able to gain access to the Executive Lounge without sporting the High Roller suit. To save yourself some back-tracking and some time, change into the High Roller suit prior to entering the Casino.

The Hazmat Suit



This banana-colored romper disguises Fred as a Pitt Nukular Plant employee. Wearing it is the only way the Plant security guard will buzz him in. Fortunately, Elle Cosmo prides herself on catering to the fashionably adventurous and she will part with this little number for a hefty $1750. If you forget to put it on before heading out to the Nukular Plant, don't worry! Pitt has installed a changing room near the guard station so that employees can at least *dress* like they have pride in their work.

The Hazmat suit may cost a bundle, but you don’t need it until late in the game. You should have plenty of time to raise the necessary funds, but if you do fall short, completing a few trades with the citizens of Hope Falls will fatten your wallet in no time.

Pro Tip!

- The Hazmat suit only helps Fred blend in with other Nukular Plant employees. **It does NOT protect against Radiation!** For that special ability you need to equip the Mutant Head.
- For maximum efficiency, buy this suit before you enter the Boonies. Then, you won’t

The Enemies

Zombie

Unlike typical slow, stumbling Zombies, the Zombies of Hope Falls have a bit more pep in their step. They are capable of running and can definitely keep up with Fred. Fortunately, their attacks are clumsy and can be dodged fairly easily as long as Fred isn't surrounded. If they do get too close, they will latch onto Fred's shoulders and start gnawing away at his neck. If this happens, twirl the Analog stick in circles until the Zombie is shaken loose.

Weakness:

Bone Head

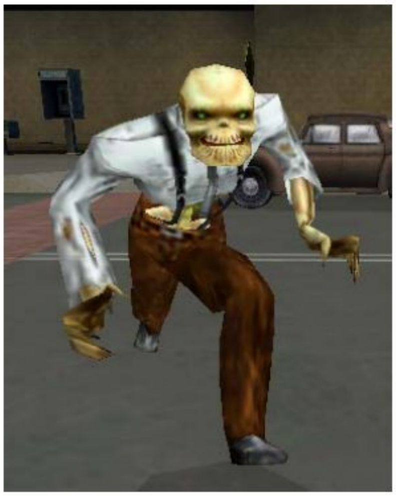
Captain:

Zombie Captains look very like their normal counterparts, except their eyes glow orange instead of green. In addition to having more health than regular Zombies, they can also use *Hellitosis Breath* to spread *Plague*.

Pro Tips!

- If you ever get surrounded by a horde of Zombies, quickly equip the Bone Head and use the *Death Swirly* Rage Attack to create some breathing room!
- The Bone Head's *Dead Head Shred* focused Rage Attack almost always stuns a Zombie.

Bone Thug



Bone Thugs can attack Fred by either spitting teeth at him from afar or attacking head on with their razor-sharp claws. They are usually encountered in groups. Often some run into fight Fred at close range, while others hang back and spit teeth from a distance. Be sure to keep an eye on them during combat. These enemies will often move in to close quarters and then fall back to range again.

Weakness:

Jar Head

Captain:

Bone Thug Captains wear a black suit topped off with a black fedora hat. They are able to use part of the *Blood Bath* upgrade, so certain combos trigger a bleeding effect, causing damage-over-time to Fred. Additionally, the *Double Dentures* head upgrade makes their ranged attack truly devastating, spitting out twice as many teeth as regular Bone Thugs. Whenever possible, take out these enemies first, especially if they are grouped with other types of enemies.

Pro Tips!

Bone Thugs can be easily taken down by using the *Arc de Triomphe* Rage Attack twice in a row. Remember to make sure they are still in range before you waste those precious Rage Points!

Executioner

Executioners are big, burly men in gray pinstriped suits with leather cowls and huge axes. They have sprung up all over Hope Falls but are most heavily concentrated in Creepy Hollow. Their size is indicative of their high health and heavy attack. In balance, they are pretty slow on foot and in their melee attacks, but they are able to lob the axe-head of their weapon a goodly distance, making them dangerous at all ranges. Their normal melee attacks, while slow, are quite damaging if you don't manage to dodge or block, and there is no way to block their thrown axe heads. Make sure that the Executioner can't block your Rage Attacks by waiting until they wind up for their attack before using a Rage Attack against them.

Weakness:

Corpse Head

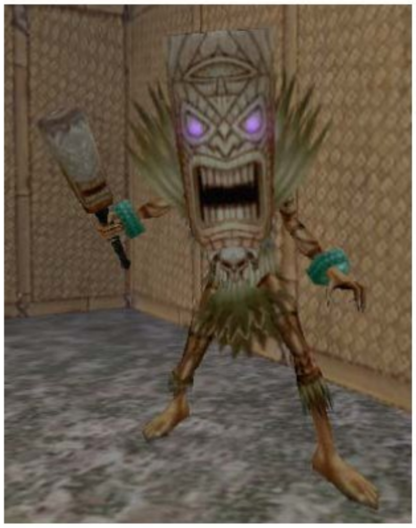
Captain:

The Executioner Captains are pretty much the same as normal Executioners, except their suit and cowl are white, and they have more health.

Pro Tips!

- Fred can't block an axe head when it's thrown by an Executioner, but he can dodge it!
- These guys are really tough, so to get rid of them quickly, use the Corpse Head's *Brain Eater* Rage Attack and hope they don't block it!
- Be careful! If you use the Jar Head Rage Attacks on Executioners, their axe head will become electrically charged and deal extra damage to Fred when it hits.

Witch Doctor



Witch Doctors are the muscle enforcing the combat-free scene at the Bongo Club—at least until Fred arrives. They wear large, wooden Tiki Heads and brandish clubs. When Fred uses a three hit combo, the Witch Doctor anticipates the last hit and disappears, reappearing instantly behind Fred and attacking from this new vantage point. This ability to warp makes them a challenging enemy to defeat, but it isn't their only useful combat skill. They can also shoot darts and create decoys that likewise shoot darts. Avoid their decoys and, whenever possible, destroy their spawn points first so that new enemies aren't replacing the ones you kill. Fire is the only way to destroy a Witch Doctor spawn point.

Weakness:

Bone Head

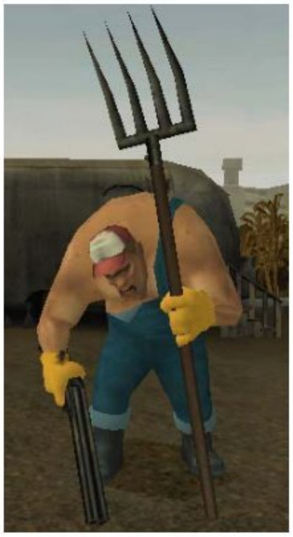
Captain:

The Witch Doctor Captains have colorful blue masks to set them apart from their normal brothers. They also have more health and deploy a decoy as they disappear when dodging the third hit in a combo.

Pro Tips!

The darts that Witch Doctors and their decoys fire are very difficult to avoid, especially if they are being shot from several directions. The darts can be blocked, however. This is a helpful strategy when Fred is low on health. Also, the decoy disappears after the Witch Doctor is killed, so destroy them fast!

Freak Farmer



Freak Farmers are big and powerful, but not too smart. They also move very slowly—just like their neurons—so Fred can easily outrun them if needed. Their ranged shotgun attack, as well as their melee pitchfork attack, deals heavy damage. With such high damage output, it is fortunate for Fred that they don't work too well in groups.

These fowl-friendly fellows are able summon swarms of Mutant Roosters to fight with them, but only if there is an intact coop nearby. Also, their large pitchforks ground them, protecting against the Jar Head's electrical Rage Attacks.

They aren't too hard to dispatch if you can avoid their Rage Attacks and their shotgun blasts. The best way to do this is to shoot them from a distance, or block the shotgun blasts once you get close. As for their Rage Attacks, either get out of the way or use the Scarecrow Head to counter them and earn yourself some extra Rage Points.

Weakness:

Scarecrow Head

Captain:

The Freak Farmer Captains wear darker colored overalls and a brown hat. Their only advantage is increased health.

Pro Tip!

In the Freak Farms, you may find yourself surrounded by a swarm of Mutant Roosters and Freak Farmers. To keep from being pecked to death while trying to finish off the trigger-happy Freak Farmers, use the *Murder of Crows* Rage Attack to kill as many enemies as possible. If this attack is not blocked, it usually kills Freak Farmers and Mutant Roosters in one shot.

Scarecrow

Scarecrows infest the Freak Farms, spending their days harassing farmers and livestock. Strangely, they seem to get along pretty well with crows... In combat, they have good attack power and quick melee attacks. They also have a flying spin attack that lets them cover ground very quickly. Fortunately, they walk slowly and have low defense. At long range, they will zero in on Fred and gang up on him quickly by either hurling crows at him or by using their flying spin attack to close the gap as fast as possible. Up close, they are much slower, though any hits that do connect do a large amount of damage, especially their Rage Attacks. Overall, they are much more dangerous at ranged distances. The best strategy is to get in close and take them out in melee combat. Use the Mutant Head or the Bone Head to dispatch them with maximum efficiency.

Weakness:

Mutant Head

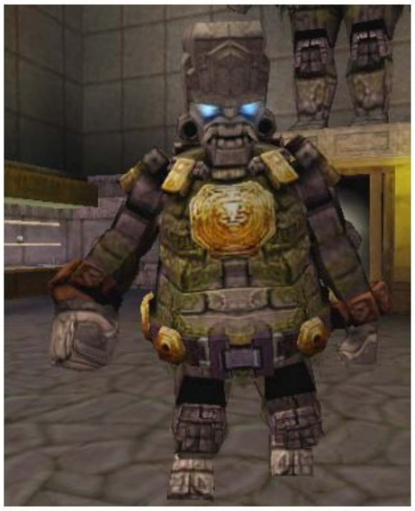
Captain:

Scarecrow Captains wear all black clothing. Their crow projectiles cause damage over time thanks to the *Swarm* upgrade. They also create a permanent wind vortex around themselves, which slows Fred down whenever he is in melee range.

Pro Tip!

Scarecrows are weak against the Mutant Head, but unfortunately Fred needs to fight them before he unlocks that head. A good substitute is the Bone Head. It's very effective against Scarecrows, especially after it's upgraded.

Stone Idol



Stone Idols are first encountered in Montezuma's Casino. They attack Fred using an area-of-effect stomp, a ground pound, and general melee attacks backed with high attack power. In balance, they are very slow and can be dodged with a quick head most of the time. Try not to get surrounded by them, but if you do, use your Stone Idol Head's *On the Rocks* Rage Attack to knock them back a bit and do some group damage. Using a *Ram Attack* is a good opening move, but if you are low on Rage Points or outnumbered, you can also use the *Ram Attack* to charge right past the combat.

Since they don't breathe, Stone Idols can fight underwater just as easily as above. Of course, since Fred can only submerge safely wearing the Stone Idol Head, he isn't able to fight them using any other head. While underwater there is also no headhunting, so you'll have to hit these rocky freaks so many times that they crumble to pieces.

If you aren't underwater, the Jar Head is the best choice to defeat them quickly. Fred's *Shocker* Rage Attack does great damage against these enemies, though it doesn't always kill them in one hit. To shut them down as fast as possible, hit them with a combo first to soften them up, and then hit them with *The Shocker* to finish them off. Otherwise, you can use *The Shocker* first, then stun them with a combo, and finally headhunt them to regain your Rage Point. Both strategies are effective against the Stone Idols.

In a few places in the game, Witch Doctors team up with Stone Idols to create a magic shield that surrounds the Stone Idol and nullifies all damage. Fred must take out the Witch Doctor first to break the shield so that the Stone Idol loses his invulnerability. The magic shield is hard to miss, taking the form of a pink sparkle effect surrounding the Stone Idol.

Weakness:

Jar Head

Captain:

Stone Idol Captains are darker gray with orange trim. They have a bit more health, but not much else that distinguishes them from their minions.

Pro Tip!

- Stone Idols often attack in pairs. Avoid being caught between two Stone Idol Golems, as they will alternate their stomp attack and knock you to the ground. Get rid of one Stone Idol quickly with *The Shocker* Rage Attack, and the other will be much easier to defeat.

- If Fred jumps right before a Stone Idol's foot stomp hits the ground, Fred won't take any damage or get knocked back.

Gladiator

The Gladiators, first encountered in Montezuma's Casino, are some of the toughest enemies in the game. With their shield up, they can block most attacks, and the only way to destroy their shield is with the Stone Idol Head's *Ram Attack*. They usually travel in groups and if you're not careful, it is easy to get surrounded by them. Use *Tiki Decoys* to refocus their attention elsewhere if you need to buy yourself some time to regenerate. Also, pay attention, because they are not slow. Given any opening, they will charge you and try to knock you to the ground!

Weakness:

- Stone Idol Head: Break their shields with the Ram Attack.
- Tiki Head: Counter their Rage Attack and do extra damage.

Captain:

Gladiator Captains carry flaming shields and blades. Along with having more health, they also do extra damage.

Pro Tips!

- If there is only one Gladiator attacking you, you can use the Stone Idol Head's *Ram Attack* to break his shield and then switch to the Tiki Head to finish the job.

- If there are several Gladiators in the same area, it is risky to try and defeat them with melee attacks—they will attempt to swarm you. An easy way to solve this problem is to use the *Bad Medicine* Tiki Head upgrade and shoot two Gladiators at a time. They will kill each other instead, allowing you to remain away from battle and save your Red Worm Juice. Watch closely, however; the confusion will wear off quickly. You will need to shoot each Gladiator multiple times before they are dead.

Mutant

Mutants used to be regular people working in the Pitt Nukular Plant. Over time—not as much as you might think—the constant exposure to radiation turned them into vomit-spewing freaks. In addition to projectile vomiting Acid Puke over long distances, Mutants are able to deploy a *Nuke Field*, and deal out high damage in melee combat. Dispatch these enemies quickly by starting your combos off with a *Ram Attack* from the Stone Idol Head; it knocks some sense into them and you can finish them off more quickly with your next combo.

If you are too slow to dodge, getting hit with the Acid Puke will drop Fred's movement speed, making a dangerous situation even hairier. Also, be wary when they start to gang up on you. It will make them much harder to kill. Try taking them all out at once by using an area Rage Attack such as the Stone Idol Head's *On the Rocks* Rage Attack or the Mutant Head's *Telepathic Frenzy* Rage Attack.

Weakness:

Stone Idol Head

Captain:

Mutant Captains have higher health than regular Mutants and they wear a large helmet that takes several hits to knock off. Their helmet insulates them from damage caused by Rage Attacks, so do your best to knock it off before spending any Rage Points to defeat them.

Pro Tips!

- When fighting Mutants, be careful not to follow them into radioactive areas without equipping the Mutant Head first.
- When you are under attack in a radioactive area and cannot switch to the Stone Idol Head, use the *Telepathic Frenzy* Rage Attack to keep yourself from being surrounded.

Mutant Rooster

Mutant Roosters are bred for aggression and speed, but have low health—because, well, they're birds. Their attacks are also weak, but they hit Fred so quickly that they can do a lot of damage in a short amount of time. A flock is hard to handle, but just one isn't much of a threat. Use area-of-effect Rage Attacks to take out entire groups in one fell swoop. If you are only dealing with a single rooster, don't waste your rage. Take it out using melee attacks, saving your Rage Points for harder enemies.

Pro Tip!

If you have the Double Dentures upgrade on the Bone Head, a well-placed, point-blank shot can take out a Mutant Rooster in one hit.

Mad Cow

Mad Cows have the lowest health of any enemy in the game, but that doesn't mean you should feel safe... When a Mad Cow dies, it explodes and anything caught in the blast radius takes a hard hit. They bellow out a crazed moo before charging—so listen for the warning signs when one is near. You can avoid their charge by striking first. Try spitting the Bone Head's teeth at them. That attack has a good chance of hitting and one shot is enough to trigger the explosion.

Pro Tips!

- Use ranged attacks to explode the Mad Cow before it gets too close.
- Trick a Mad Cow into running into a Freak Farmer by running around behind him. Be careful not to get caught in the explosion yourself!

Buggers

These annoying little pests live in the Boonies. When you hear a loud buzzing, at least one is nearby. They come in three flavors: Electric, Flame, and Radiated. Thankfully, they can't inflict any status effects, but they can be hard to hit. When they miss their attack and stick themselves into the ground, that's the perfect time to attack them. In most cases though, it's easier to just avoid them. If a hive is nearby, demolish it first. Otherwise, more and more buggers will keep pouring out.

Pro Tips!

- The Bone Head's projectile attack will make short work of these from short range. When they are farther away, shoot them with a *Tiki Dart* from the Tiki Head or a Crow from the Scarecrow Head.
- Fred's ranged attacks can also take out the Bugger's nests, exterminating them completely.
- Fred can insta-kill all Buggers around him by using the Mutant Head's Rage Attack *Telepathic Frenzy*

Cement Shoe Zombie

These Zombies have run afoul of Pitt and ended up sunk—literally—as a result. Don't be fooled, though—the enemy of your enemy is not your friend. Sporting only melee attacks with relatively low attack power, fighting them isn't much of a challenge. Remember that you can't headhunt underwater, so you'll have to beat these Zombies until they stop twitching. On the other hand, if you are in a hurry, they are pretty slow and easy to avoid.

Zombie Crawler

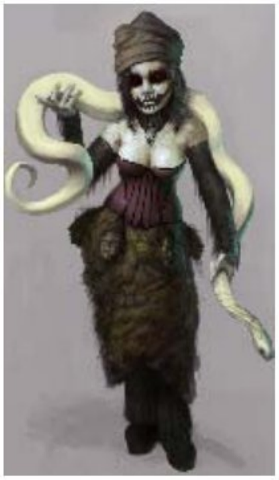
These little ankle-biters can be surprisingly annoying. They crawl up to Fred slowly, but surely, and latch onto his leg like a leech. Twirling the Analog stick in a circle cues Fred to stomp their head in, or a few kicks to the head will take them out before they get clingy.

Pro Tip!

After you upgrade the Bone Head, one kick will take these creepy crawlers out. This works for most heads with the exception of the Jar Head.

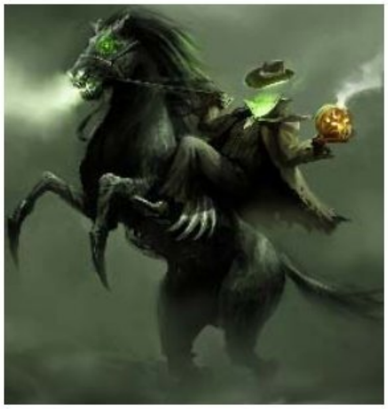
Boss Battles

Juju Judy



Location: Castle Steiner: Graveyard.
Strengths: Fireballs, Resurrecting the Dead, Quick Resurrection of the Fallen.
Weakness: Handsome Dead Men.
Recommended Head Usage: Jar Head.
Phase 1: Judy uses Fireballs and Resurrecting the Dead, which raises a Zombie in an attempt to impress Fred. After Fred violently removes the head of the Zombie, Judy taunts Fred.
Phase 2: Juju Judy throws two Fireballs back to back and resurrects two Zombies. Headhunt these two Zombies to enter phase 3.
Phase 3: Judy resurrects two more Zombies and uses Quick Resurrection of the Fallen, which raises a Zombie Crawler. Headhunt two more Zombies to finish the boss fight.
Notes: Juju Judy will keep resurrecting Zombies and throwing fireballs until Fred has successfully Headhunted five heads. So don't waste kills—make sure to rip off their heads to finish them.

Headless Horseman



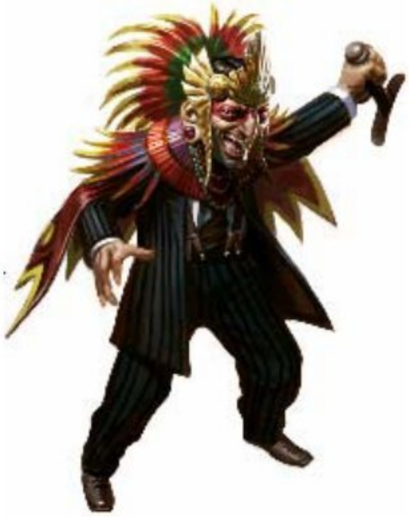
Location: Creepy Hollow: Horseman's Hollow.
Strengths: Pumpkin Bombs, Whirlwind, Summon Duskfall (his Horse).
Weakness: Invisibility.
Recommended Head Usage: Jar Head, Corpse Head.
Phase 1: The Headless Horseman attacks by throwing Pumpkin Bombs and by rearing his steed who lashes out at Fred. Attacking him with the correct Rage Attacks or with enough combos frustrates the Horseman and causes him to run away to re-think his strategy, but not before he reveals a Shrunken Log, opening the path to the next area.
Phase 2: The Headless Horseman hurls Pumpkin Bombs at Fred whenever he sees him. He also commands Duskfall, his faithful steed, to charge at Fred. To overcome this phase, Fred must use his Stealth Field Generator and sneak up on the mounted Horseman. When Fred pops out of Stealth in front of or beside Duskfall, the startled horse rears up, throwing off his rider. Once the Horseman is down on his level, Fred can pummel him easily. Then after he has taken a certain amount of damage, the Horseman calls upon a Whirlwind to immobilize Fred while he summons Duskfall. As soon as the Horseman remounts, Fred is released from the Whirlwind. To finish this phase, repeat the steps enumerated above. Once you have triggered the Whirlwind sequence for the second time, the Horseman mounts up and hits Fred with a Pumpkin Bomb and then takes off through the Hollow.
Phase 3: Fred follows the Horseman and stumbles upon Dr. Steiner hanging in a cage suspended above a leaking Gas Tanker Truck. The Horseman interrupts the reunion by hurling a Pumpkin Bomb at one of three oil slicks leading straight to the highly explosive truck. Luckily, Fred notices a pond with a Water Pump nearby and manages to douse the fire using his Corpse Head before it reaches the Gas Tanker Truck. To end the fight, Fred must continually douse the fires created by the Horseman, draining the pond little by little until the water gets low enough to reveal the Headless Horseman's missing noggin.

Juju Judy 2

Location: Zombietown: Gin ‘n’ Toxic Courtyard.
Strengths: Fireballs, Resurrecting the Dead, Soul Shield, Teleport, Soul Barricade, Snake Bite, Snake Whip.
Weakness: Handsome Dead Men.
Recommended Head Usage: Bone Head.
Phase 1: Juju Judy uses her Zombie Fetus Jars to create a Soul Shield around her body. Fred’s main objective is to trick Judy into hitting her own Jars with her Fireballs, while keeping his distance from her three aggressive Zombie minions. Just stand behind a Jar to trick her, but don’t forget to block—fireballs do a lot of damage. There are five Jars total, placed in a pentagram around Judy. Once they are destroyed, her Soul Shield evaporates.
Phase 2: Now that Judy isn’t shielded, Fred can move in for some direct combat. Juju Judy’s combat in this stage consists of her snake, Touloulou, lashing out for a Bite or Tail Whip. These two attacks have a surprisingly large range, so pay attention once you get close to her. After enough damage, Juju Judy teleports herself to a nearby porch and puts up her Soul Barricade, which is a shield surrounding the porch.
Phase 3: Fred cannot penetrate the Soul Barricade, so he needs to destroy the pillars holding the rickety old porch's roof together. In this phase, Juju Judy relies mainly on her Zombies and Fireballs to finish off Fred. Each pillar can absorb several *Shocker* Rage Attacks before it collapses. Once Fred has destroyed both pillars, the roof collapses defeating Juju Judy for good.

Note: *Use the Zombies to gather Rage Points to help defeat Juju Judy.*

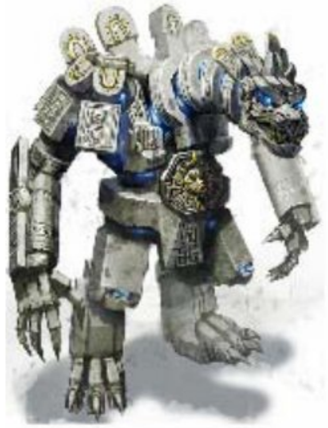
Aztec Eddie



Location: Montezuma’s Casino: Montezuma’s Arena.
Strengths: Giant Stone Golems.
Weakness: Dead Head Fred.

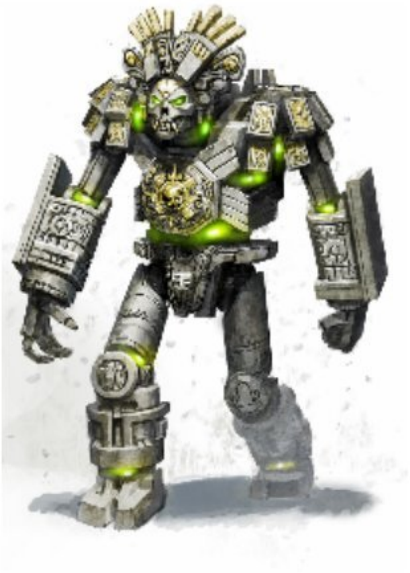
Ice Golem

Location: Montezuma’s Casino – Montezuma’s Arena.
Strengths: Ice Breath, Ice Stomp, Claw.
Weakness: Fire.
Recommended Head Usage: Corpse Head.



Phase 1: Aztec Eddie pilots this monstrosity in an attempt to destroy Fred. The Ice Golem’s main tactic is to freeze Fred so he can Claw at him. The Ice Golem's Ice Breath encases Fred in a block of Ice. Ice Stomp sends out an icy blast along the ground that freezes Fred in place from the ankle down. To defeat this Golem, Fred must use his Flamethrower ability to blow fiery breath at the Ice Golem's eyes when he's crouched low preparing to use his Ice Breath attack. First, Fred needs to suck up gasoline from the Maintenance Cart using the Corpse Head. Then, spraying it on the Wall Torches will ignite his breath. Two successful hits in the Ice Golem's eyes finish it off. After it crumbles, Eddie scrambles out of the rubble and runs over to his next Golem.

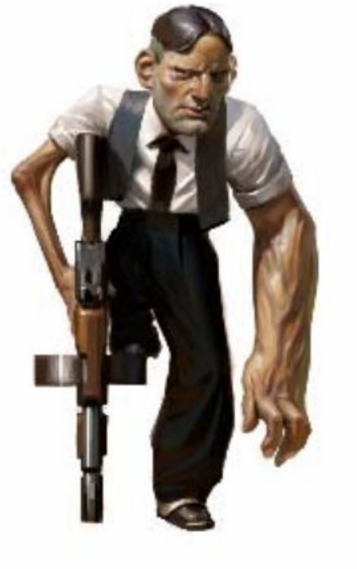
Death Golem



Location: Montezuma's Casino: Montezuma's Arena.
Strengths: Poison Puddles, Arena Crumble, Poison Spray.
Weakness: Poison Spray leaves him vulnerable for a few seconds afterwards.
Recommended Head Usage: Stone Idol Head, Jar Head.
Phase 1: When the Death Golem jumps into the arena, the reverberations cause two stone heads spewing sand to fall from the walls. The Death Golem sprays Poison Puddles all over the sand. If Fred runs through the puddles, he becomes poisoned. Fred needs to use the Stone Idol Head to bash the sand-spewing stone heads so they stop pouring sand. Once this is done, Fred can approach the Death Golem, making the monster punch the ground which causes the other sand-spewing stone heads to fall. Once these are destroyed as well, the sand on the floor drains out, allowing no more Poison Puddles to form on the ground.
Phase 2: The Death Golem starts to perform his Arena Crumble attack which is a ground pound move that causes the arena ceiling to crumble and send chunks crashing down around Fred. Keep moving in circles to best dodge these falling pieces of ceiling. After the Death Golem stops pounding the ground, he performs a Poison Spray that leaves him vulnerable to attack, indicated by flashing. Once Fred does enough damage to the legs of the Death Golem, the monster falls to his knees, and Aztec Eddie pops out of the Death Golem's chest cavity. Don't waste time—while Eddie hangs there limply, dart in for a quick combo. Fred needs to expose Eddie and attack him three times in order to destroy the Death Golem and send Eddie to his grave.

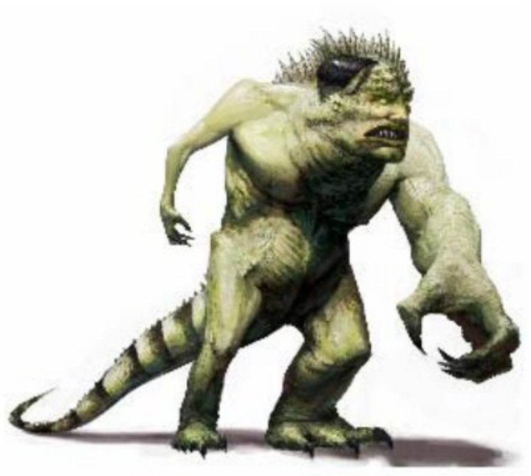
Note: *Using the Stone Idol Head's Ram Attack takes the Death Golem down to his knees more quickly, but be careful—if you overshoot your target, you will have to wait until the Death Golem uses Poison Spray again.*

Lefty



Location: Pitt Nukular: Core Room.
Strengths: Tommy Gun, Left Hook, Backhand.
Weakness: Ranged Attacks.
Recommended Head Usage: Scarecrow Head, Bone Head, Tiki Head.
Phase 1: Lefty keeps his distance while shooting at Fred with his Tommy Gun. If Fred gets too close, Lefty either throws a mean Left Hook or a Backhand to send Fred flying. To defeat Pitt's left-hand man, Fred must use the environment. Four Hanging Crates can be knocked down with ranged attacks to land on Lefty's head. Also, scattered around the Core Room are Toxic Waste Barrels that Fred can shoot to create explosions. Once Fred has done enough damage, Lefty will be weakened and tired. Fred takes advantage of the opportunity, strapping on his Stone Idol Head and ramming Lefty straight into the Core.

Goonzilla



Location: Pitt Nukular: Core Room.
Strengths: Bite, Claw, Uppercut, Stomp, Charge, Smash.
Weakness: Electricity.
Recommended Head Usage: Mutant Head.
Phase 1: Just minutes ago, Lefty was sent flying into the Core and landed in a pool full of nuclear waste. Unbeknownst to Fred, the nuclear waste created a monster, transforming Lefty into a gigantic green horror named Goonzilla. Unable to control his impulses, Goonzilla will charge right for Fred in hopes of destroying him. With no hope of defeating Goonzilla in a physical fight, Fred again must rely on the room to provide damage. After Fred switches to the Mutant Head to deal with rising radiation levels, he needs to spew *Acid Puke* onto the emergency Consoles so that they malfunction and retract into the ground, allowing the center of the room to flood with radioactive waste. Once a Console retracts, an electrical coil drops down from the ceiling above it. Fred needs to track through the nuclear waste and get Goonzilla to follow, leading the big fellow underneath the electrical coil. Make sure to get out of the nuclear waste before Goonzilla walks into the live coil. The resulting high voltage shock zaps anything that is standing in the liquid. Repeating this with all four Consoles ends the fight. After that last coil is triggered, Goonzilla attempts to ram at Fred, but instead he slams through the side of the Plant and escapes.

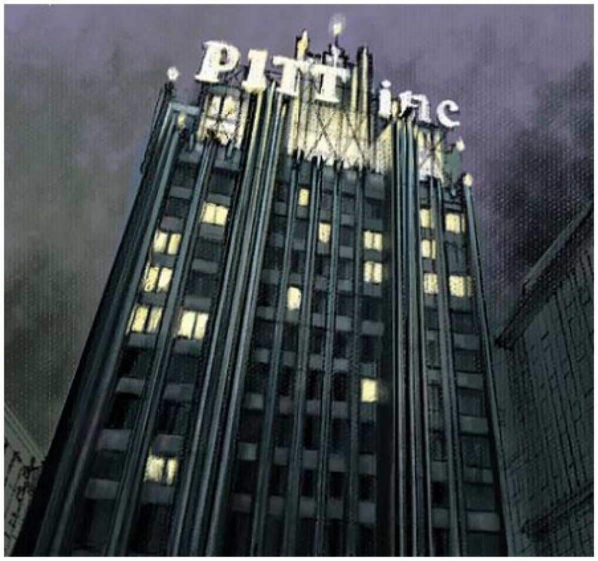
Goonzilla 2

Location: Pitt Inc: Parking Lot.
Strengths: Bite, Claw, Uppercut, Stomp, Charge, Toxic Barrel Throw.
Weakness: Spotlights.
Recommended Head Usage: Stone Idol Head, Corpse Head.
Phase 1: Goonzilla is stomping around in the Pitt Inc Parking Lot, presumably looking for Pitt. As soon as he notices Fred, Goonzilla turns around and begins attacking the detective. Fred needs to use the Stone Idol Head and ram the Spotlight Trailer to get the spotlights to shine in Goonzilla's eyes, blinding him momentarily. Fred can then switch to the Corpse Head, run over to an Air Compressor and use it to float to the roof of one of the two Hazardous Material Trailers parked in front of the building. After a brief delay wherein Goonzilla cowers beneath the spotlights, the monstrosity shields his sensitive eyes and charges the Spotlight Trailer, shorting out the bright lights. Once the lights are out, he scans the area for Fred. Being on top of one of the Hazardous Material Trailers at this point causes Goonzilla to charge the trailer, battering in its side. Goonzilla's charge knocks Fred to the ground, but after a few seconds, the spotlight will reset, and Fred can blind Goonzilla again to repeat the steps above. Fred must trick Goonzilla into completely destroying each Hazardous Material Trailer, which takes two Goonzilla charges each to accomplish. Once Goonzilla destroys the second Hazardous Material Trailer, he becomes dazed and falls to the ground suffering, no doubt, from a concussion.

***Note:** The first time the spotlight blinds him, Goonzilla is out of commission for 20 seconds. Each time after, the delay is four seconds less than the previous delay.*

Mega Goonzilla

Location: Pitt Inc: Rooftop.
Strengths: Roaring Blast, Claw Smash, Bone Thugs.
Weakness: Electricity, Fireworks, and getting his hand stuck when doing his Claw Smash.
Recommended Head Usage: Stone Idol Head, Jar Head, Tiki Head, Scarecrow Head.



Phase 1: When Fred last left Goonzilla, the not-so-jolly green giant was lying in a spreading puddle of toxic waste from the Tractor Trailers in the Parking Lot. As Fred valiantly stormed to Pitt's Penthouse, the additional radiation exposure caused Goonzilla to grow much, much larger. Just as Fred and Pitt start negotiating a deal for Fred's original head, Goonzilla swipes Fred up in his huge hand and flings him up to the Roof of the Pitt Inc building, the setting of the final boss fight. Mega Goonzilla starts by trying to crush Fred with his Giant Claw. Fred must dodge the humongous extremity and then damage the claw while it is temporarily stuck in the rooftop. Once Fred has damaged the Giant Claw enough, Mega Goonzilla becomes enraged and grabs the spire that Pitt is standing on.

Phase 2: Not built to take this level of stress, the spire's electrical panel falls off and the exposed buttons short out. Fred needs to use the electricity generated by his Jar Head Rage Attacks to electrify the huge Pitt Inc sign, to which Goonzilla is currently clinging. Every time Mega Goonzilla is hit with a surge of electricity, he lunges back snapping a coil that leads from the spire to the sign. In the meantime, Fred is being attacked by several Bone Thugs trying to help Pitt. They may seem like a bit of a nuisance, but if Fred is low on rage, killing them is the only way to generate more. Using the Tiki Head in this phase is great strategy; the Tiki Decoy distracts the Bone Thugs long enough for Fred to make a direct attack against the spire. Fred needs to electrocute the King Kong wannabe three times before Mega Goonzilla finally has enough and slams the spire again.

Phase 3: This time when Mega Goonzilla hits the spire, he causes the electrical panel to go haywire, igniting an electrical fire. Because of the malfunctioning electrical panel, four Firework Launchers will raise up from the rooftop in sequence. Usually set off for Pitt's birthday, this time they don't make it into the sky, slamming instead into Mega Goonzilla. Once Fred has launched all four Fireworks into the monster, Mega Goonzilla snaps the spire sending himself and Pitt crashing to the street below.

***Note:** Mega Goonzilla uses his Roaring Blast to try and send Fred flying off the roof throughout the fight. The only head heavy enough to be immune to this powerful gust is the Stone Idol Head. Otherwise, make sure you are standing in front of one of the two panels jutting up past the edge of the building when Goonzilla starts blowing, and the lip will keep you from being pushed over the edge. Additionally, this windy torrent puts out Fred if he is on fire.*

Pro Tips!

- Standing in front of the control panel blocks the wind from Mega Goonzilla's Roaring Blast.
- Jumping when the Giant Claw attack comes down helps Fred keep his footing.
- You can use either *The Shocker* or the *Arc de Triomphe* Rage Attacks to electrify the spire.
- Using the Scarecrow Head to spread the fire to the fireworks is handy because you don't take damage from the flames. Be warned—Mega Goonzilla's Roaring Blast can still blow you off of the roof along with putting out the flames, so be ready by either standing behind the control panel or in front of the gray utility boxes in the foreground.
- Use your health juices as often as you need to in this battle since being defeated at any point in the battle will start the whole encounter over again.

Mutant Worms

Mutant Worms are scattered throughout Hope Falls and can be caught for many useful purposes. Fred can use these Worms to make Juices at Castle Steiner, to bait his Fishing Pole for use at No Fishing Sign, to upgrade his fighting Mutant Roosters, or to make a quick buck by selling them to anyone who will take them.

Keep an eye on the ground, because Mutant Worms like to poke out of holes in soft patches of dirt. If you can sneak up on them before they dive underground to hide, press the Δ button to begin the capturing process. Next, instead of holding the □ button, **tap it!** That keeps the bar from turning red and breaking the Worm. If the bar begins to turn red, lessen your tapping frequency until the bar returns to its normal green color. If you can keep the bar in the green, pretty soon that juicy Worm will pop out of the ground into Fred's hands! It can be a tad difficult to catch these squirmy Worms at first, but you'll get the hang of it after just a few successful captures.

Areas to Find Worms		
Location		**#**
Boonies	Near the breakable boxes by the overturned bus, after the first house you enter.	1
	After the sunken house, near one of the Mutant spawners.	1
Creepy Hollow	Outside the Old Dutch Church.	2
	Near the Headless Horseman Bridge.	3
Freak Farms	Behind the Old Farmer's Market in Tin Town. Use the Tiki Totem behind Fred's Farm House to get there.	4
	Inside Fred's Farm House.	3
	Out by the tractor and the dead body near Harper's Farm House.	1
	In Harper's Cornfield.	1
Old Hope Falls	Near the waterfall that runs below Cheap Street bridge.	1 – 3
	In the Locker Room of Grizzle's Gym.	3
Uptown	On the banks of Little Hope Pond in Rossini Park.	1 – 5
Zombietown	Inside Grandma Webb's House.	4
	In the Old Sewers once you drain the water from the big room. The entrance to the Old Sewers is next to the Gin 'n' Toxic.	6

Gold Worm Locator

Who and Where	What You Have To Do
Featherdome Montezuma's Casino: Executive Lounge	Defeat One Feather and become World Champion of the Featherdome.
Thief Creepy Hollow: Thief's Shack	Purchase the Gold Worm for $970.
Morgue Attendant Downtown: Morgue	Purchase the Gold Worm for $970.
Marshall Lessworth Old Hope Falls: Lessworth's Pawn Shop	Purchase the Gold Worm for $1250 after trading all 14 Tradable Items.
Juju Judy Castle Steiner Exterior: Mausoleum [Juju Judy Fight 1]	Defeat Juju Judy.
Headless Horseman Creepy Hollow: Creepy Hollow Lake [Headless Horseman Fight 3]	Defeat the Headless Horseman the 3rd time and rescue Doc Steiner.
Aztec Eddie Montezuma's Casino [Aztec Eddie Boss Fight]	Defeat Aztec Eddie.
Lefty / Goonzilla Pitt Nukular Plant: Power Plant Core [Lefty / Goonzilla Fight 1]	Defeat Lefty / Goonzilla.
Juju Judy Zombietown: Juju Judy's House [Juju Judy Fight 2]	Defeat Juju Judy again.
Doctor Steiner Castle Steiner: Lab	Complete the *Worm Turns... Again* mission.
Elle Cosmo Uptown: No Frills Boutique	Complete all 5 of Elle Cosmo's missions.
Dr. Grimes Boonies: Dr. Grimes House Interior	Find all 20 Nuke Nuggets and return them to Dr. Grimes.
Charlie Webb Zombietown: Charlie Webb's House	Complete the *Hurting Those Who Help Themselves* mission.
Grizzle Old Hope Falls: Grizzle's Gym [Grizzle's Ultimate Arena]	Finish the Ultimate Arena.

Juices, Drinks and Sushi

There are a lot of different Juices, Drinks, and Sushi in the game, but they all do the same basic things depending on their coloration. Red items replenish health. Green items cure poison. White items decrease damage taken by Fred. Blue items allow more damage to be dealt by Fred, and purple items fill Fred's health meter and have the same effect as all the Juice effects combined!

To make Worm Juices head to the Lab in Castle Steiner and complete two missions: *The Worm Turns* and *The Worm Turns... Again*. Completing these unlocks the Worm Juicer. To make Sushi, complete the *Fishing Lessons* mission in Uptown: Rossini Park, which involves catching a fish and then reporting back Suk Kwan. Drinks can be made at any bar or cafe. Bartenders use items that drop randomly from enemies and mix them up to make these foul concoctions, so it's a good idea to carry around a decent stock of ingredients.

Worm Juices	**Where?**	**What?**
Red Worm Juice	Random Drops, Worm Holes, and from Dr. Steiner's Worm Juicer	Replenishes health.
White Worm Juice		Reduces damage taken.
Blue Worm Juice		Increases attack damage.
Green Worm Juice		Antidote for poison.
Purple Worm Juice		Fills your health to max, cures poison, reduces damage taken and increases attack damage.

Mixed Drinks	**Where?**	**What?**
Fuzzy Naval	From Bartenders around Hope Falls. Requires: 2 Fuzzy Handcuffs 1 Battle Ship Figurine	Replenishes health.
Montezuma's Revenge	From Bartenders around Hope Falls. Requires: 1 Head Hunter Mask 2 Half a Cup of Toilet Water	Antidote for poison.
Rusty Trombone	From Bartenders around Hope Falls. Requires: 1 Engraved Bed Pan 1 Trombone 3 Tomatoes	Increases attack damage.
One-Eyed Monster	From Bartenders around Hope Falls. Requires: 1 Glass Eye 1 Monocle 1 Bone	Reduces damage taken.
Bearded Clam	From Bartenders around Hope Falls. Requires: 2 Clams 1 Fake Beard	Fills your health to max, cures poison, reduces damage taken, and increases attack damage.
Donkey Punch	From Bartenders around Hope Falls. Requires: 1 Bowl of Mixed Fruit 1 Lucky Horseshoe	Replenishes health.

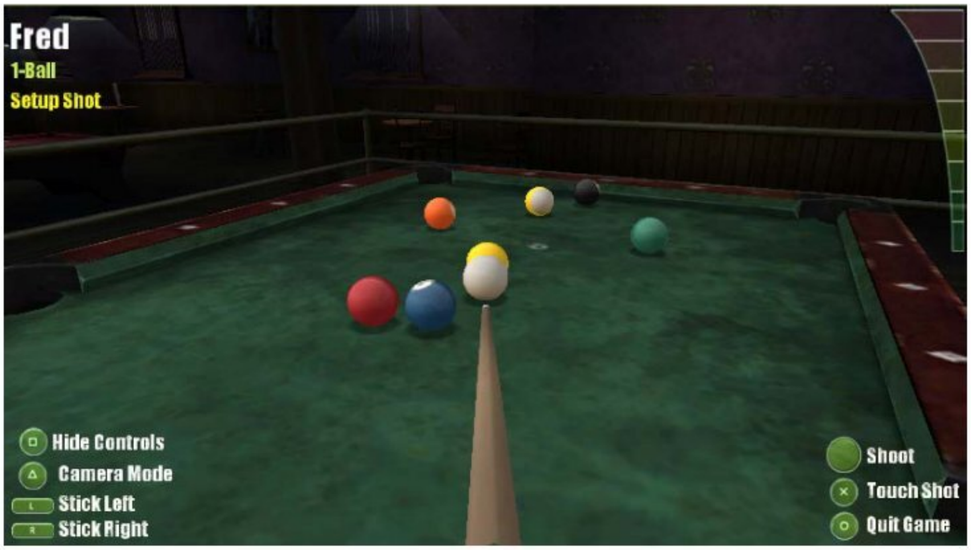
Sushi	Where?	What?
Gunboat	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Striped Bass	Replenishes health.
Bowel Nigiri	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Largemouth Bass	Replenishes health.
Pungent Fantasy	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Mullet	Replenishes health.
Fishmonger's Disgraceful Secret	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Bichir	Replenishes health.
Poison Spine Roll	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Grass Carp	Antidote for poison.
Electric Boogaloo	From Suk Kwan in Uptown: Rossini Park. Requires: 1 American Eel	Antidote for poison.
Mongolian Invasion	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Arowana	Antidote for poison.
Wasabi Bomb	From Suk Kwan in Uptown: Rossini Park. Requires: 1 White Sturgeon	Antidote for poison.
Pearl Harbor	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Arapaima	Increases attack damage.
Spicy Cat Roll	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Black Catfish	Increases attack damage.
Scab Island	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Channel Catfish	Increases attack damage.
Kyoto Treaty	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Snakehead	Reduces damage taken.
Ancestor's Spiteful Curse Rolls	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Coelacanth	Reduces damage taken.
Crunchy Monkey Roll	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Alligator Gar	Reduces damage taken.
Angry Dragon's Revenge	From Suk Kwan in Uptown: Rossini Park. Requires: 1 Giant Mekong Catfish	Fills your health to max, cures poison, reduces damage taken and increases attack damage.

Mini-Games

Dirty Pool

Throughout the game, Fred stumbles upon several pool tables. Interacting with them starts the Dirty Pool mini-game. There are two play styles from which to choose: 8-Ball and 9-Ball. You can also make things interesting by placing bets on the outcome. Different tables allow different wager amounts. The rules follow those of basic billiards.

8-Ball



The game of 8-ball is what most people would consider a normal game of pool. In this game, the idea is to pick a side, either solids or stripes. The first player to sink a solid will be solids and vice versa.

Once a side is determined, you need to sink all of the balls of your type in no particular order, but saving the eight ball for last. Be warned, there is a catch: the cue ball must connect with your type of ball first! If the cue ball hits a ball of the wrong type before it connects with your type of ball, it is considered a Table Scratch and your opponent will get a "ball-in-hand" which means they can place the cue ball anywhere on the table, facing any direction.

The ultimate goal is to sink all of the balls of your type and then finish up with the 8-ball. If you sink the 8-ball too early, you automatically lose.

Pro Tips!

- If you're having trouble getting a clear view of your shot or if you're not sure whether it might hit another ball, use the Δ button to switch to the top view and get a different perspective.
- Sometimes a light touch is all you need. Use the Touch Shot when the cue ball is right next to a ball on the edge of a pocket and it will automatically use just a small amount of power to gently tap a ball into the pocket, rather than slamming it home.

9-Ball

The game of 9-ball is slightly more complex than a game of 8-ball, in terms of rules. In 9-ball the object of the game is to sink the 9-ball, but you can't just shoot it into the pocket right away. The point of the game is to sink the balls in numerical order, starting with the 1-ball. For each shot, the lowest numbered ball on the table must be the first touched by the cue ball, or else the shot counts as a scratch. However, once the lowest ball is contacted, any other balls that happen to drop into the pockets are valid. In short, you can connect with any ball on the table and sink it, so long as you connect with the lowest numbered ball on the table first. This means that you can win the game right away by knocking the 9-ball into the pocket by hitting it with another ball.

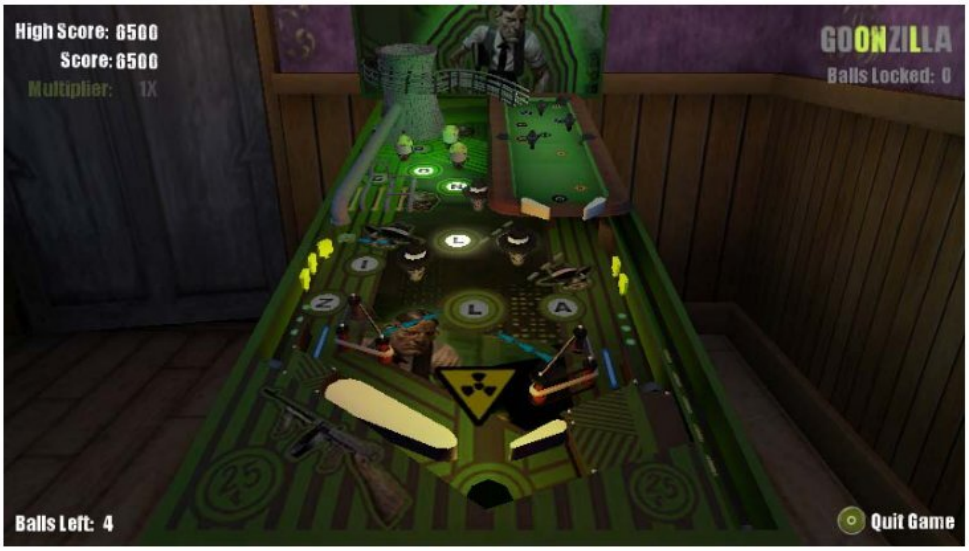
1-ball	**Yellow**
2-ball	**Blue**
3-ball	**Red**
4-ball	**Purple**
5-ball	**Orange**
6-ball	**Green**
7-ball	**Reddish Brown**
8-ball	**Black**
9-ball	**Yellow Stripe**

Pro Tip!

Try to rebound off the lowest ball and knock the 9-ball into the pocket as soon as possible.

Pinball

Lefty's Revenge Pinball



Lefty's Revenge Pinball is a pinball mini-game paying homage to the most prominent of Pitt's hoodlums. This table is a fairly standard and is the easier of the two pinball mini-games in Dead Head Fred to master. It has many interactive objects and even a pool mini-game on the upper level. Just like Lefty, this pinball machine is a bit lopsided, so watch out for the giant left-side paddle!

- **Starting Balls –** 4
- **Extra Ball** – Every 250,000 points.
- **The Bone Head Captain Heads (3)** – Each hit scores 500 points.
- **The Mutant Captain Heads (3)** – Each hit scores 500 points.
- **Kickers near the Paddles** – Each hit scores 500 points.
- **Side Launchers** – These are the small launchers on either side of the board at the very bottom. They repel the pinball back out when it reaches the bottom of the chute. Each time the ball is launched from one of these short chutes, you get 250 points.
- **Yellow Pressure Targets (6)** – There are 3 of these bumper pads on either side of the pinball table. Each one provides 1000 points when hit individually, and clearing out a group of three will award an additional 1000 points and reset the group.
- **The Pipe Passages** – These three channels through which the pinball can roll are located just under the Nukular Plant tower in the background. Rolling through one of the channels lights it up and grants 500 points. Lighting all three channels grants an additional 5000 points.
- **The Goonzilla Letters** – Scattered across pinball table, there are letters spelling out "GOONZILLA." Allowing the ball to roll over a letter will light up the letter and award 1000 points. Lighting up these letters is essential to activating the multi-ball.

- **The Mini Bone Thug Captain Heads (3)** – These bumpers are found on the miniature pool table in the upper right corner of the pinball table. Each hit scores 500 points.

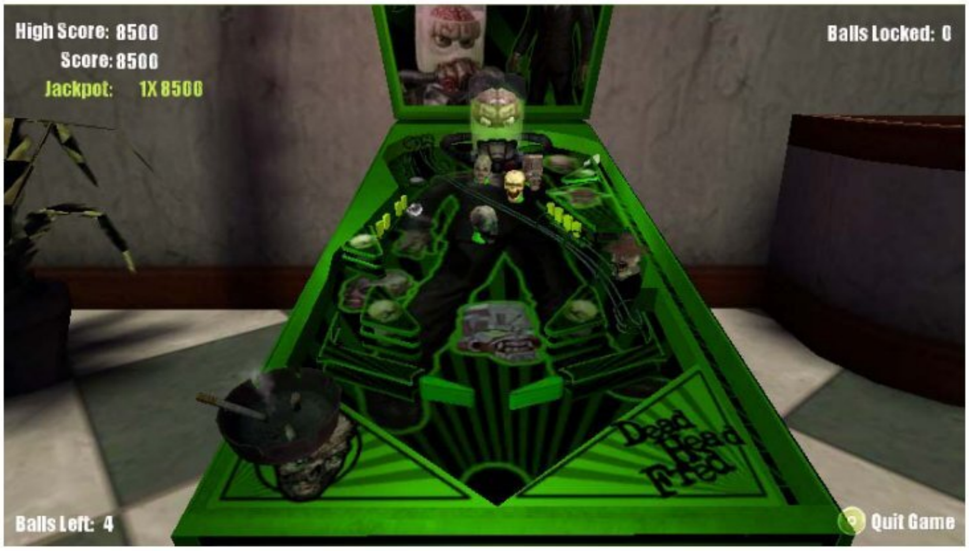
- **The Pool Mini-Game** – In the upper right corner of the pinball table is a mini pool table. To get up there, you need to get the pinball sucked into the pipe leading into the Nukular Smoke Stack. If you do this without all of the “GOONZILLA” letters being lit, the ball is taken to the pool mini-game and for a short time you receive a 2X multiplier to any points that you accumulate. The mini-game is 9-ball and you need to roll over each ball in order (1 – 9,) just like you would in an actual game of 9-ball. Once the 9-ball is sunk, the game re-racks and starts over with the 1-ball. Rolling over each ball (1 – 8) awards 1000 points and rolling over the 9-ball awards 8500 points.

- **Multi-ball** – In order to get the multi-ball going, you first need to lock 3 pinballs. Then when multi-ball starts, they are released into the play area. In order to lock pinballs, you must first spell out “GOONZILLA” using the letters on the pinball table. Rolling over the letters in any order highlights the letters. Once “GOONZILLA” has been fully spelled out, getting a ball sucked into the pipe leading to the Nukular Smoke Stack locks it away. Once you have locked three pinballs, Goonzilla rises from the table and releases the extra pinballs for some crazy multi-ball action.

Pro Tip!

Be careful with the giant left paddle! Sometimes it has the reach you need, and other times it can be a giant pinball blocker!

Dead Head Fred Pinball



Dead Head Fred Pinball is a mini-game in honor of our hero, Fred Neuman. This pinball mini-game showcases a few of Fred's heads and has the highest potential for Extra Balls. Despite its difficulty, it also has the potential to be the highest scoring of the two pinball mini-games—just watch out for those drop-offs on either side of the table!

- **Starting Balls** – 4
- **Extra Ball** – Every 100,000 points.
- **Kickers (4)** – Each hit scores 500 points.
- **Fred's Head Bumpers (5)** – Each hit scores 1000 points.
- **Pressure Targets (10)** – These yellow-colored bumper pads are sorted in two groups of five. Hitting a single bumper grants 1000 points, and clearing out all 10 resets the bumper group. Knocking down these bumpers is essential to locking pinballs for multi-ball.
- **The Ramp** – Getting a pinball up on the ramp rewards 1000 points. Hitting the ramp is also essential to winning Jackpot and upping the Jackpot Multiplier.
- **The Tunnel** – Above the Scarecrow Head on the table is a small passageway just large enough to admit a pinball. You rack up 1000 points every time that the pinball passes through this tunnel in either direction.
- **Multi-ball** – In order to activate the multi-ball, you need to lock five pinballs. Locking pinballs is done by knocking down all ten of the yellow bumper pads and then hitting the correct one of Fred's Heads. To lock ball one, hit the Corpse Head in the middle of the pinball table. To lock the second ball, hit the Mutant Head. The third ball is locked by hitting the Scarecrow Head, and hitting the Stone Idol Head locks the fourth ball. The final ball can be locked by hitting the Bone Head which will trigger all five of the locked pinballs to release, starting the multi-ball frenzy.
- **The Jackpot** – The Jackpot Multiplier will multiply the number of points that are scored

during the game and keep them in the Jackpot. This means, that with a 2X multiplier, the Jackpot will grow twice as fast as Fred's score each time an object grants points for having a pinball collide with it. Each time that you hit the ramp while the multi-ball is still active, the Jackpot is emptied into your score and the multiplier is incremented. Once you lose the multi-ball however, the multiplier drops back down to 1 and you'll need to activate multi-ball again. Winning the Jackpot is a great way to rack up Extra Balls!

Pro Tips!

Don't let the frustration of losing pinballs down the chutes to the left or right of the table discourage you—it's just a game! With persistence, patience, and a little luck, this table can be used to earn some truly impressive scores.

You can save your balls from the chutes to the left and right of the flippers with a well-timed table bump or two. Just be careful not to do this too much, or you will cause a Tilt!

Pinball – Controls

Normal View:

L and R buttons	Paddles
Analog stick	Plunger / Launcher
Left and Right directional buttons	Bump Table
Start button	Pause
O button	Quit

Rotated View:

X and Δ buttons	Paddles
R button	Plunger / Launcher
Up and Down directional buttons	Bump Table
Start button	Pause
O button	Quit

Cockfighting

When Fred is first able to enter a Featherdome, he can watch fights and bet on them, but it isn't until later in the game that Fred is able to enter and bet on his own champion cock. Once Fred finds his farm, he can use the Rooster Cages in his barn to raise his own fighting Mutant Roosters and strengthen their abilities by feeding them Worms. Of course, first Fred must find a Rooster Egg. Fred has room for three Mutant Roosters in his barn.

As Fred's Roosters fight more and win more, they gain ranks and can participate in higher fighting classes. Fred can't enter his roosters into higher ranked fights until he has completed the titles from the bottom up. Fred will receive a Gold Worm if any of his cocks becomes the World Champion.

Upgrading Your Rooster	
Worm	**What It Does**
Blue Worm	+5 to Speed
Red Worm	+5 to Strength
Green Worm	+5 to Stamina
White Worm	+2 to Stamina, +5 to Strength
Purple Worm	+3 to all Skills

Cockfighting – Controls

The Cockfighting Controls for player-controlled fights mirror Fred's fighting moves:

□ button	Start Combo / Light Attack
X button	Jump / Heavy attack
Δ button	Killing move
R button	Block
L button	Taunt

Fishing

Fishing is a great way to make money. Fred can catch different fish by using differently colored Worms as bait at each No Fishing sign he encounters. You can then take the fish to Suk Kwan in the Rossini Park to be turned into Sushi or you can just sell them.

How difficult it is to catch each type of fish depends on which Fishing Pole you are using. There are three different Fishing Poles that Fred can use: the Crappy Fishing Pole (initial equip), Steiner's Fishing Pole, and Pitt's Fishing Pole. The later ones, when found, increase the strength of the line, so that tension will build more slowly. The best one the player has is automatically equipped.

Some fish may prove especially hard to reel in. To make them easier, Fred can stun them using a Fishing Weapon. Each weapon will go off a second or two after throwing it, stunning any fish in its blast radius. This lowers the line tension and makes the now subdued fish easier to reel in. Remember—the stun weapons can make catching fish easier, but you have to be careful with them. Using a powerful weapon against a weak fish destroys it outright. Alternately, using too many stun weapons on a stronger fish will have the same effect, ruining your chance to catch it.

Pro Tip:
Fred can make more money by turning the fish he catches into Sushi and selling that instead.

Fishing Supplies

Fishing Weapon	Cost	What Does It Do?
M-80	$20	Stuns fish within 2 meters.
Hand Grenade	$40	Stuns fish within 4 meters.
Dynamite	$60	Stuns fish within 6 meters.
Pipe Bomb	$80	Stuns fish within 8 meters.
Satchel Charge	$100	Stuns fish within 10 meters.
Depth Charge	$120	Stuns fish within 12 meters.

Which Worms To Use To Catch A Fish	
Worm Color	**Fish it can catch**
Red Worm	American Eel – Uptown: Rossini Park: Little Hope Pond Grass Carp – Creepy Hollow: Abandoned Town Arowana – Freak Farms: Fred's Farm House White Sturgeon – Montezuma's Casino: Grand Entry
Blue Worm	Largemouth Bass – Uptown: Rossini Park, Little Hope Pond Striped Bass – Creepy Hollow: Abandoned Town Mullet – Freak Farms: Fred's Farm House Channel Catfish – Montezuma's Casino: Grand Entry
White Worm	Coelacanth – Uptown, Rossini Park: Little Hope Pond Snakehead – Creepy Hollow: Abandoned Town Alligator Gar – Freak Farms: Fred's Farm House Alligator Gar – Montezuma's Casino: Grand Entry
Green Worm	Black Catfish – Uptown: Rossini Park: Little Hope Pond Arapaima – Creepy Hollow: Abandoned Town Black Catfish – Freak Farms: Fred's Farm House Bichir – Montezuma's Casino: Grand Entry
Purple Worm	Giant Mekong Catfish – Montezuma's Casino: Grand Entry

Mini-games					
Location	**Pool**	**DHF Pinball**	**Lefty's Pinball**	**Fishing**	**Featherdome**
Castle Steiner	The Study				
Creepy Hollow	Abandoned Town: Pool Hall		Abandoned Town: Pool Hall	Abandoned Town: No Fishing Hole	Abandoned Town: Featherdome
Uptown				Rossini Park – Little Hope Pond	
Old Hope Falls		Paradiso Place: Sit N Spin			
Zombietown	Lefty's Pool Hall		Lefty's Pool Hall		
Bongo Club					
Downtown		City Hall			
Freak Farms	Tin Town: Pool Hall		Tin Town: Pool Hall	Fred's Farm House	Tin Town: Featherdome
Montezuma's Casino				Grand Entry [Accessed through the Tiki Totem inside of the Executive Lounge]	Executive Lounge: Featherdome
The Boonies	Boonies Town: Pool Hall	Boonies Town: Pool Hall			Boonies Town: Featherdome
Pitt Nukular	Rec Room		Rec Room		
Pitt Inc.					

Area Breakdown

Castle Steiner	
Sub Areas	**Activities**
Basement	Nuke Nugget; toxic breakable boxes; entrance to Pantry.
Breakable Box Room	Accessed by the Tiki Realm.
Castle Steiner Exterior	
Castle Steiner Exterior: Garage	
Castle Steiner Exterior: Graveyard	Sam Spade; the Mausoleum for the *Glass Keys* mission; Manhole.
Castle Steiner Exterior: Mausoleum	Juju Judy Fight 1.
Castle Steiner Exterior: Maze	Pulling each switch awards a Worm Juice.
Collapsed Room	Breakable box; metal box.
Conservatory	The combination to the safe in the Castle Steiner: Study; metal boxes.
Dining Room	
Drawing Room	Fill up with water from the Fish Tank and put out those fires!
Elevator Room	Breakable boxes
Explorer's Room	The Heirloom for Dr. Steiner's Heirloom Room mission is in the coffin in the center of the Hidden Room. (Set the tapestry on fire and ram the wall with the Stone Idol Head.)
Great Hall	Red Worm Juice under the stairs.
Hallway	Entrances to The Library, the Heirloom Room, Steiner's Bedroom, and Steiner's Bathroom.
Icarus / Clam Shell Pool Room	
Kitchen / Meat Locker	Watch out for the electrified water!
Lab	Dr. Steiner; Manhole; Worm Juicer; Monster Masher.
Library / Secret Hallway	Use the ladder to open secret doors.
Order Of The Crystal Noggin Mausoleum	The Glass Skull from the *Glass Keys* mission.
Pantry	2 Red Worm Juices; metal box.
Rotating Room	
Pantry Secret Passage	Fireplace Flame-thrower Switch.
Stairwell	Meat Trail.
Steiner's Bathroom	Glass Key; Uncle Steiner's Will.
Steiner's Bedroom	Ram the headboard of the bed with the Stone Idol Head to gain access to the Study through the Rotating Room.
Study	Pool; Safe.
The Gallery	Activate the Daedalus Statue here.
The Parlor	White Worm Juice.
Tiki Realm	

Creepy Hollow

Sub Areas	Activities
Briar Patch [Accessed using the Shrunken Head]	Mouse Traps; the Lockpick for the mission *Finders Keepers.*
Broken Bridge [Accessed using the Shrunken Head]	The Screwdriver for the mission *Finders Keepers.*
Catacombs	The Black Duffel Bag for the mission *Finders Keepers*; Nuke Nugget; metal boxes; toxic breakable boxes.
Church Courtyard	Worm Hole.
Creepy Creek	Nuke Nugget.
Creepy Hollow Lake	Headless Horseman Fight 3.
Featherdome	Cockfighting.
Fishing Hole	Fishing.
Gruesome Gorge	A campfire; the Mysterious Package; entrance to the Rat's Nest; entrance to the Thief's Shack.
Head Shop	Sam Spade; Head Cases.
Headless Horseman Bridge	Entrance to the Sawmill; 3 Worm Holes.
Horseman Hollow	Headless Horseman Fight 2.
Pool Hall	Pool; Lefty's Revenge Pinball.
Rat's Nest [Accessed using the Shrunken Head]	The Key to the Thief Shack.
Sawmill [Accessed using the Shrunken Head]	The Gear for the mission *Finders Keepers.*
The Haunted Clearing	Headless Horseman Fight 1.
The Old Dutch Burying Ground	Worm Hole.
The Old Dutch Church	Max "The Axe" hangs out here when his mission is active; the Large Diamond for the *Finders Keepers* mission.
Abandoned Town	The Stethoscope for the mission *Finders Keepers*; Manhole; Tiki Totem to the Thief Shack; Nuke Nugget; Glass Key; Gas Can (for the hanging items under the graveyard).
Thief's Shack	Leaf the Thief; Tiki Totem to Abandoned Town.
Tiki Realm	

Uptown	
Sub Areas	**Activities**
Back Alley	Items behind the breakable boards; item on the balcony after the Shrunken Head Wire; Tiki Totem.
Cabeza Boulevard	Head Shop; entrance to Creepy Hollow; entrance to Cabeza Boulevard Courtyard; entrance to Park Ave; Billy Manson (when his 'Wanted' mission is active); Manhole.
Cabeza Boulevard Courtyard	Rita's Ring (when the mission is active); items behind the breakable boards.
Cafe	Bartender; entrance to Cafe Patio.
Cafe Patio	
Cafe Patio Playground Area	Stuffed Pet Cat; item behind the bushes in the corner of the Playground; Gas Can; item on top of the Swing set.
Emporium Drive	No Frills Boutique; item on top of the No Frills Boutique; Clarence; Manhole.
Emporium Drive Courtyard	Items behind the breakable boards; items hanging from the clotheslines; item in the alcove near the entrance.
Entrance To Rossini Park	
Fishing Hole	Fishing.
Head Shop	Sam Spade, Head Cases.
Martiner's Apartment	
No Frills Boutique	Elle Cosmo; Wardrobe; item on top of the display case.
Park Avenue	Nuke Nugget; Manhole; entrance to Rossini Park; entrance to Café and Café Patio; breakable wall; Meat Trail.
Peligroso Lane	The Frantic Lover; Old Denizen; item box near the 3 Mutants.
Peligroso Lane Courtyard	Items behind the breakable boards.
Rossini: Entrance	
Rossini Park: Gazebo	Jeanne Rossini (after completing *A Walk in the Park*).
Rossini Park: Little Hope Pond	1 – 5 Worm Holes; Singing Fish Placard in the Boat House; item box on top of the Boat House; items in the trees across the pond; Suk Kwan (after completing *A Walk in the Park*); Fishing Hole.
Rossini Park: Picnic Area	
Rossini Park: Playground	Timmy; Timmy's Shovel behind the bushes; Tiki Totem (after completing *Find Timmy's Shovel* mission).
The Frantic Lover's Apartment	The Intruder 2000.

Zombietown	
Sub Areas	**Activities**
Carver's Room	Carver the Bone Thug Captain (when the *Get Carver* mission is active).
Charlie Webb's House	Charlie Webb (after completing the *A Letter For My Feller* mission from Penny Lessworth).
Gin n' Toxic	Omar Escobar; Benny Salazar (after completing the 2nd Juju Judy Fight).
Gin n' Toxic Exterior	Manhole; Meat Trail in the alley behind the Gin n' Toxic (leads to the roof of the Gin n' Toxic where there's an item box and Mrs. Bilgewater's Brooch).
Grandma Webb's Attic [Accessed using the Shrunken Head]	
Grandma Webb's House	3 Worm Holes; Grandma Webb's Letter for *Desperately Seeking Grandma* (on the desk behind the ladder that leads to the Attic).
Grandma Webb's Street	Breakable wall; item box in Grandma Webb's front yard.
Head Shop	Sam Spade; Head Cases.
Juju Judy's House	Juju Judy Fight 2.
Last House On The Left	3 Zombie Captains for the *Last House on the Left* mission from Charlie Webb.
Lefty's Dirty Pool Hall: Courtyard	Manhole; 3 Bone Thugs (defeat them to complete the *Shakedown Breakdown* mission acquired from Charlie Webb).
Lefty's Dirty Poolhall	Pool; Lefty's Revenge Pinball; Bartender; Box of Poison in the office (when *Poison on Tap* mission is active).
Lefty's Dirty Poolhall: Swimming Pool Courtyard	Room Number 7; Carver's Room; Tiki Totem in the pool; Cabana Shack; Bone Thugs (when *Zombietown Meeting* mission is active).
Old Mrs. Mesler's House	Old Mrs. Mesler's Locket (when the *Locket Man* mission is active).
Old Sewers	6 Worm Holes.
Room Number 7	Mickey the Rooster (when *Slip Him A Mickey* mission acquired from Benny Salazar is active).
Sewers	Boxing Trophy; Alien; Glass Key.
South Road	2 Nuke Nuggets; items behind breakable fences between houses; breakable boxes; Meat Trail.
The Alley [Accessed using the Shrunken Head]	Rooster Egg; Pearl; Juice.
The Toxic Tunnel	Meat Trail.
Zombie Courtyard	Meat Trail; Gas Can.

Old Hope Falls	
Sub Areas	**Activities**
Back Alley	Item boxes.
Cheap Street	Hobo (He trades items out of his bag for cash.); Glass Key (underwater); 3 Worm Holes; Head Shop; Lessworth's Pawn Shop; Freddy's Fireworks; Fred's Office building.
Abandoned Warehouse	Elle Cosmo's Engagement Ring; the Groceries for the mission *Hurting Those Who Help Themselves*.
Entrance To The Bongo Club	
Fred's Office	Wardrobe; Manhole; Filing Cabinet; Newsreel Player; Benny Salazar (after completing the *Collect the Evidence* mission).
Freddy's Fireworks	Cold Old Man.
Grizzle's Gym: Locker Room	3 Worm Holes.
Grizzle's Gym: Sparring Room	Grizzle; Nuke Nugget.
Grizzle's Ultimate Arena	Grizzle.
Hallway	The Giving Tree; Son of Pam (when his 'Wanted' mission is active); Tiki Totem; the Monkey Paw; Fred's Office; Grizzle's Gym.
Lessworth's Pawn Shop	Marshall Lessworth; Penny Lessworth (after completing *A Penny Saved*); Alien.
Old Hope Falls Head Shop	Sam Spade; Head Cases.
Paradiso Place	Penny (when *A Penny Saved* is active, but not yet completed); 2 Red Worm Juices; entrance to the Bongo Club; Sit N Spin Laundromat.
Rutger Way	The Gas Station; the Pearl Trader; the Bilgewater Residence.
Sit N Spin Laundromat	Wash your Washable Rocks here for $5; collect a Half Cup of Toilet Water and a Tomato from the Toilet; Dead Head Fred Pinball.
Swank Drive	Nuke Nugget; Abandoned Warehouse.
The Bilgewater Residence	Harriet Bilgewater.
Tiki Realm	
Waterfall Grotto	10 Pearls.

Downtown	
Sub Areas	**Activities**
City Hall	Dead Head Fred Pinball; $100.
Entrance To Montezuma's Casino	
Entrance To Pitt Inc.	
Head Shop	Sam Spade; Head Cases.
Main Street: Entrance	2 Nuke Nuggets; Manhole; Morgue; Police Station; the Apartment; entrance to Pitt Inc.
Main Street: Exit	Manhole; Schwing Bicycle (behind the Post Office); the Lazy Cat Burglar; Post Office; City Hall; Warehouse; entrance to Montezuma's Casino.
Morgue	The Morgue Attendant; Vinnie Rossini; Glass Key; Alien; Dead Farmer; Dr. Steiner's Dead Uncle; Old Mrs. Mesler.
Police Station	The Wanted Board; Sergeant McManus.
Post Office	Fred's Mailbox; the Post Man.
The Apartment	Pitt's Rooster for *Pitt's Prize* mission.
Warehouse [Accessed using the Shrunken Head]	10 Miniature Singing Fish Placards.

Bongo Club	
Sub Areas	**Activities**
Bathroom	Gather Half Cups of Toilet Water from the Toilet; Ken "The Killer" Kaminaga (when his 'Wanted' mission is activated); the *Running Shine* mission is acquired and completed here.
Bongo Club Starlight Stage	When not being held by Pitt, Jeanne Rossini waits here; Tiki Totem (to Lobby).
Head Shop	Sam Spade; Head Cases.
Jungle Room	Tiki Totem (to the Lost Diary).
Lobby	Tiki Totem (appears after arriving in the Bongo Club Starlight Stage room).
Tiki Bar	Bartender; Tiki Totem (to a breakable box area).
Tiki Realm	Tiki Totem (in Entryway, leads to the Bongo Club Starlight Stage); The Tiki Totem (on top of the Fountain in the Jungle Room, leads to the 2nd part of the Jungle Room where the Lost Diary is); Tiki Totem (in the Tiki Bar, leads to some breakable boxes).
Volcano Room	

Freak Farms	
Sub Areas	**Activities**
Chapel	Item hidden behind the Tapestry.
Featherdome	Cockfighting.
Fishing Hole	Fishing.
Fred's Farm	3 Worm Holes; Tiki Totem; Pumpkin Chunker (tosses Fred to the Midfields).
Fred's Farm: Barn	Rooster Cages.
Fred's Farm: Chicken Coop	Krusty Kruller; Rooster Egg.
Fred's Farm: Graveyard	The Dead Farmer's Friend (interact to get a Rooster Egg); entrance to the Old Mining Tunnel.
Fred's Farm: UFO Crash Site	Glass Key; breakable boxes; Nuke Nugget by metal box.
Fred's Farmhouse	Manhole.
Harper's Farm	Worm Hole; entrance to Underground Tunnels; Head Shop.
Harper's Field	Worm Hole.
Hatefield's Barn	Hatefield's Moonshine.
Hatefield's Farm	Gas Can; Open Flame; Generator; Pumpkin Chunker (tosses Fred to Fred's Farm after completing McCraw's Revenge Mission).
Head Shop	Sam Spade; Head Cases.
McCraw's Barn	McClaw (when the mission is active).
McCraw's Chicken Coop	Rooster Egg.
McCraw's Farm	Hatefield's Harvest (when the mission is active).
Midfields	Land Mines.
Old Mining Tunnel	Nuke Nugget.
Pool Hall	Pool; Lefty's Revenge Pinball.
Tiki Realm	
Tin Town	Manhole; Pool Hall; Featherdome; Head Shop; Chapel; entrance to the Pie Eating Contest.
Tin Town: Farmer's Market	Lenny (when his Wanted mission is active); 4 Worm Holes.
Tin Town: Head Shop	Sam Spade; Head Cases.
Tin Town: Pie Eating Contest	Pie Eating Contest.
Tin Town: Trailer Park	
Underground Tunnels	

Boonies

Sub Areas	Activities
Boonies Entrance	
Boonies Town	Manhole; Bijou Bobby hangs out past the Manhole (when his 'Wanted' mission is active); Pool Hall; Featherdome.
Dr. Grimes' House: Exterior	Manhole; entrance to Stinky Chuck's City Dump.
Dr. Grimes' House: Interior	Dr. Grimes; 1 bottle of Moonshine for the *Runnin' Shine* mission.
Dr. Grimes' House: Pitt Nukular	Nuke Nugget.
Fan House / Crane House	Grandma Webb's Note for the *Myrtle She Wrote* mission; Nuke Nugget.
Generator Cave	
Goo House	1 bottle of Moonshine for the *Runnin' Shine* mission; Spicy Cat Roll.
Halfway House	1 bottle of Moonshine for the *Runnin' Shine* mission.
Head Shop	Sam Spade; Head Cases.
Rotating House / Fan Boat Dock	
Stinky Chuck's City Dump	3 Nuke Nuggets; Kasparov's Key; 3 Mutants for the *Down in the Dumps* mission; Megaton McGill (when his Wanted mission is active); The Black Falcon.
Pool Hall	Pool; Dead Head Fred Pinball; Bartender.
Featherdome	Cockfighting.

Montezuma's Casino

Sub Areas	Activities
Altar of Elevation	Metal breakable boxes.
Montezuma's Arena	Aztec Eddie Fight.
Casino Lobby	Entrance to the Head Shop.
Chasm Room	
Collapsed Temple Room	Metal breakable box in the water.
Executive Lounge	Bartender; entrance to the Featherdome; Tiki Totem (to the Fishing Hole).
Featherdome	Cockfighting.
Fishing Hole	Fishing.
Grand Entry	The Little Black Book (by the Fishing Hole).
Hall Of The Darklight	
Head Shop	Sam Spade; Head Cases.
Slot Room	
Temple Of Sacrifice	4 Pearls in the water; Nuke Nugget.
Temple Of Trials	
Tiki Realm	
Vault Antechamber	
Water Gate Control	Metal breakable boxes in the water.

Pitt Nukular	
Sub Areas	**Activities**
101 A Worm Research Lab	Purple Juice (when you destroy the malfunctioning centrifuge).
201 A Rooster Research Lab	Rooster Egg.
201 B Rooster Research Lab	3 Mutant Roosters.
301 A Rat Research Lab	The Magic Bullet; Dr. Coop (in the cage); Animal Lab Key; Office Lab Key (after rescuing Dr. Coop).
301 B Rat Research Lab	Lab Worker Cage Key; 3 Purple Worm Juices.
Animal Lab	
Animal Lab: Shrunken Area [Accessed using the Shrunken Head]	Item box.
Bathroom / Locker Room / Shower	Nuke Nugget; items in the Lockers; Key to the Lab Area (after defeating the Mutants in the Bathroom).
Changing Room	Wardrobe.
Control Room	
Coolant Pipe Hallway	
Coolant Tank Room	
Engine Room	Breakable metal box.
Fire Sprinkler Hallway	
Generator Room	
Hallway	Entrances to the Waiting Room, Kitchen / Cafeteria, and Bathroom / Locker Room / Shower.
Kitchen / Cafeteria	$65 from the Cash Register; Key to get into the Bathroom / Locker Room / Shower (after defeating the Mutant Roosters in the Cafeteria which appear after pressing the elevator button down the hallway).
Lab Hallway: Floor 1	Entrance to 101 A Worm Research Lab; elevator up to the 2nd Floor Hallway; 2 breakable boxes.
Lab Hallway: Floor 2	Entrances to 201 A Rooster Research Lab and 201 B Rooster Research Lab; elevator up to the 3rd Floor Hallway; elevator down to the 1st Floor Hallway.
Lab Hallway: Floor 3	Entrances to 301 A Rat Research Lab, 301 B Rat Research Lab, and the Animal Lab; elevator to 2nd Floor Hallway; Nuke Nugget.
Power Plant Core	Lefty / Goonzilla Fight 1.
Reactor Core Pipe	
Rec Room	Manhole; Pool; Lefty's Revenge Pinball.
Turbine Room	

Pitt Inc.	
Sub Areas	**Activities**
Basement	
Elevator Hall	Rusty Pocket Watch; Head Shop.
Generator Room	
Head Shop	Sam Spade; Head Cases; Manhole.
Lobby	Nuke Nugget.
Locker Room	Tiki Totem; Generator Pass Key; items in the Lockers.
Pitt Inc: Exterior 1	
Pitt Inc: Exterior 2	Lightning Gargoyle Puzzle.
Pitt Inc: Exterior 3	Shrunken Head Flagpole.
Parking Lot	Goonzilla Fight 2.
Roof	Goonzilla Fight 3.
Tiki Realm	

Missions

Many of the characters that you meet in the game are able to give Fred missions that need to be accomplished. Fred can complete these missions at his leisure and most can be addressed in any order. If someone has a mission for Fred, a firefly buzzes around their head. A green firefly means they have a mission to give you; yellow means you need to complete a mission with them. Not all denizens care whether you have the Dummy Head on or not, but if they cower, switch to the Dummy Head and then interact with the Δ button to see their mission list.

You can check on the missions that you already have by using your Notebook from the Pause Menu. If a finished mission still needs to be completed, in most cases talking to the mission giver will complete the mission. Completing missions can mean a number of things for Fred: reward money, items, and unlocking new areas to explore.

Mission	Acquired From	Game Area	How to Complete	Reward
Glass Keys	Sam Spade	Anywhere you meet Sam Spade	Collect the six Glass Keys from corpses. Once all of the keys are obtained, return to the Graveyard in the Exterior of Castle Steiner and enter the Mausoleum near where you first met Sam Spade. Open the sarcophagus and defeat the Zombie Captains. You acquire the Glass Skull from one of the defeated Captains. Return this to Sam Spade for your reward.	4 Green Worms, 4 Red Worms, 4 Blue Worms, 4 White Worms, 1 Purple Worm
			Corpses should be located in the following locations: 1. In Creepy Hollow: Abandoned Town 2. Downtown: Morgue 3. Zombietown: Sewers 4. Freak Farms: Fred's Farm, Corn Maze 5. Old Hope Falls: Dam 6. Castle Steiner: Steiner's Bathroom	
Tiki Time	Acquired automatically when entering the Bongo Club.	Bongo Club	Collect 5 heads from the Witch Doctors and return them to Sam Spade at the Head Shop.	Tiki Head
Runnin' Shine	Sleazy Guy in the Bongo Club Bathroom	Bongo Club: Bathroom	Collect the Moonshine in the Boonies.	One-Eyed Monster, Montezuma's Revenge, Rusty Trombone
			There are three jars to collect: 1. On the table inside of the Halfway House in the Boonies. 2. On the table inside of the Goo House in the Boonies. 3. On the table inside of Dr. Grimes' House in the Boonies.	

Collect the Evidence	Acquired automatically after speaking with Jeanne Rossini in the Bongo Club.	Bongo Club: Stage Area	First, visit Vinnie in the Morgue and then return to Fred's Office in Old Hope Falls to search for clues. Next, you need to go to Fred's Farm House in Freak Farms looking for the Video Tape which, of course, isn't there. You'll find a clue, however, that takes you to Montezuma's Casino.	Fred's Keychain
Down in the Dumps	Dr. Grimes	Boonies: Dr. Grimes' House	Defeat the 3 Mutant Captains in the Boonies Dump and return to Grimes for your reward.	1 Purple Worm, 2 White Worms
Nuke Nuggets	Dr. Grimes	Boonies: Dr. Grimes' House	Collect 20 Nuke Nuggets from around Hope Falls and return them to Dr. Grimes: 3 are in the Boonies: Dump; 1 is in the Boonies by the house with the crane; 1 outside Pitt Nuke; 1 in the Pitt Nuke Bathroom; 1 in the Basement of Castle Steiner; 1 in the Pitt Inc lobby; 1 in Creepy Hollow on the picnic table in Abandoned Town; 1 in Creepy Hollow: Creepy Creek, by the Executioner Captain on the other side of the river; 1 in Creepy Hollow: Catacombs, by the radioactive area; 1 in Freak Farms: Old Mining Tunnel (between Fred's Farm House and Tin Town) on the second platform at the top of the Meat Trail; 1 in Freak Farms: Fred's Farm House, in the cornfield near the metal box; 2 in Downtown, directly behind the Manhole in the area with the Morgue and in the corner behind the Police Station and the Bus Stop; 1 in Old Hope Falls: Swank Drive in the Denizen "Puke Corner"; 1 in Old Hope Falls: Grizzle's Gym in the main room; 1 in Zombietown: South Road (entrance) near the entrance to the sewers behind a fence; 1 in Zombietown: South Road (entrance) behind the breakable wall; 1 in Uptown: Park Avenue near the Cabeza Boulevard entrance; 1 in the Bongo Club: Bathroom; 1 in the Casino: Temple of Sacrifice	Gold Worm

Mutant Head	Acquired automatically when arriving in the Boonies.	Boonies: Entrance	Collect 5 heads from the Mutants and take them to Sam Spade in the Head Shop for your reward.	Mutant Head
Kasparov's Key	Acquired automatically by speaking with Dr. Grimes for the first time.	Boonies: Outside Dr. Grimes' House	Find Kasparov's body in the Boonies Dump and collect his key to the Pitt Nukular Plant. Return to Dr. Grimes to complete the mission and gain access to the Pitt Nukular Plant through Grimes' back door.	Acquiring the mission gives Fred the Dump Key; Finishing the mission gives Fred Kasparov's Key.
Escape from Doc Steiner's Castle	Acquired automatically when Dr. Steiner is captured by Pitt and Lefty.	Castle Steiner	Reach the Exterior of Castle Steiner.	None
Rescue Dr. Steiner	Acquired automatically when entering the Collapsed Room.	Castle Steiner: Collapsed Room	Defeat the Headless Horseman in Creepy Hollow.	Access to Dr. Steiner back at his Castle.
Carpe Corpse Head	Acquired automatically after opening the gate to Castle Steiner and speaking with Sam Spade for a second time.	Castle Steiner: Exterior	Collect 5 Zombie heads during the fight with Juju Judy in the Mausoleum.	Corpse Head
The Worm Turns Again	Acquired automatically when completing *The Worm Turns*.	Castle Steiner: Lab	Collect one of each color worm and return them to Doc Steiner in the Lab.	Gold Worm; Access to the Worm Juicer.
Area 50-Something	Doc Steiner	Castle Steiner: Lab	Find the three Alien Tissue Samples spread throughout Hope Falls: 1. Old Hope Falls: Lessworth's Pawn Shop, behind the counter by the alien helmet and the ray gun. 2. Downtown: Morgue, furthest drawer to the left 3. Zombietown: First Sewer Transition	3 Purple Juices
Handyman	Doc Steiner	Castle Steiner: Lab	Go into the Monster Masher and fix it. Return to Doc Steiner to complete the mission and collect your reward.	3 Red Worms; Access to the Monster Masher.
Heirloom Room	Doc Steiner	Castle Steiner: Lab	Go to the Secret Room off of the Explorer Room in Castle Steiner and retrieve the Heirloom and return it to Doc Steiner for your reward.	Pitt's Fishing Pole

Staff Infection	Doc Steiner	Castle Steiner: Lab	Defeat all 4 Mutants in the Basement of Castle Steiner. You need the Mutant Head to survive down there!	2 Rooster Eggs
Steiner, In the Study, with a Pool Cue	Doc Steiner	Castle Steiner: Lab	Open the Study door for Doctor Steiner by ramming the headboard of his bed in Steiner's Bedroom.	2 Green Worms, 1 White Worm
The Worm Turns	Doc Steiner	Castle Steiner: Lab	Collect 5 Red Worms and return them to Doc Steiner.	None
Finders Keepers	Leaf the Thief	Creepy Hollow: Thief Shack	Find the Thief's items and return them to him. Items are in the following locations: 1. Gear – Creepy Hollow: Sawmill 2. Screwdriver – Creepy Hollow: Broken Bridge 3. Lock pick – Creepy Hollow: Briar Patch 4. Stethoscope – Creepy Hollow: Abandoned Town 5. Black Duffel Bag – Creepy Hollow: Catacombs 6. Large Diamond – Creepy Hollow: Old Dutch Church	$500
Idol Threats	Acquired automatically when arriving at Montezuma's Casino.	Downtown: Montezuma's Casino	Collect 5 heads from the Stone Idols and return them to Sam Spade at the Head Shop for your reward.	Stone Idol Head
Shut Down the Pitt Nukular Plant	Acquired automatically when completing the *Investigate Montezuma's Casino* mission.	Downtown: Montezuma's Casino	Get the Hazmat Suit from Elle Cosmo and head to Tin Town through the Old Mining Tunnel behind Fred's Farm House. Go through Tin Town and the Boonies to get to the Nukular Plant. Once there, the guard will give you the Pitt Nukular Plant Pass Key, provided that you are wearing the Hazmat Suit. Next, you'll need to progress to the coolant tank and drain it. It's in the Coolant Tank Room and then you need to cut the electrical wires in the Generator Room. Thirdly, you need to get to the previously locked door in the Turbine Room that lets you access the Control Room wherein you need to shut down the Reactor. Unfortunately, that still doesn't quite do it. You must find your way to the Reactor Core Room to finish the mission, but Lefty is waiting for you there…	Pitt Nukular Plant Pass Key

Locket Man	Corpse in the right-most drawer.	Downtown: Morgue	Make your way to Old Mrs. Mesler's house in Zombietown and collect Mesler's Locket.	$125, Mesler's Locket
He Bought the Farm	Corpse in the second drawer from the left.	Downtown: Morgue	Collect the Mutant Rooster Egg from the corpse in the Graveyard near Fred's Farm House in Freak Farms.	Rooster Egg
Where There's a Will…	First Corpse in Morgue	Downtown: Morgue	Find the Will behind the toilet in Steiner's Bathroom. You'll need the Bone Head to climb the meat wall inside the staircase in the Castle Steiner: Great Hall. Proceed down the hallway to the Bathroom. Return the Will to Steiner in his Lab for your reward.	Steiner EZ Cast Fishing Pole
"Megaton McGill"	The Wanted Board	Downtown: Police Station	Defeat Megaton McGill, a Mutant Captain, in the Junkyard of the Boonies.	$150
Bijou Bobby	The Wanted Board	Downtown: Police Station	Defeat Bijou Bobby, a Mutant, out in the Boonies just past Boonies Town.	$175
Billy Manson	The Wanted Board	Downtown: Police Station	Defeat Billy Manson, a Bone Thug Captain, in Uptown: Cabeza Boulevard.	$50
Ken "The Killer" Kaminaga	The Wanted Board	Downtown: Police Station	Defeat Ken "The Killer" Kaminaga, a Witch Doctor Captain, in the bathroom of the Bongo Club.	$100
Lenny	The Wanted Board	Downtown: Police Station	Defeat Lenny, a hillbilly, behind the Farmer's Market in Freak Farms: Tin Town. Use the Tiki Totem behind Fred's Farm House to get there!	$125
Max "The Axe"	The Wanted Board	Downtown: Police Station	Defeat Max "The Axe," an Executioner Captain, in Creepy Hollow in the basement of the Old Dutch Church.	$50
Son of Pam	The Wanted Board	Downtown: Police Station	Defeat the Son of Pam, an Executioner, in the small park area behind Fred's Office in Old Hope Falls.	$75
Da Bomb	The Post Man	Downtown: Post Office	Deliver the package to Omar Escobar at the Gin 'n' Toxic in Zombietown.	4 Bowls of Mixed Fruit
Handle With Care	The Post Man	Downtown: Post Office	Deliver the package to Charlie Webb in Zombietown.	1 Lucky Horseshoe, 2 Red Shiny Balls
Tick-Toxin	The Post Man	Downtown: Post Office	Deliver the package to Elle Cosmo at the No Frills Boutique in Uptown: Emporium Drive.	3 Clams, 2 Fake Beards

Miniature Vocalis Bass	The Denizen outside of the Warehouse	Downtown: Outside the Warehouse	Collect all 10 Packages inside of the Downtown Warehouse using the Shrunken Head and return them to the Denizen.	$125
Corpse Bribe	Morgue Attendant	Downtown: Morgue	Interacting with the Morgue Attendant will take $100 from your inventory and complete the mission at the same time.	Access to the back room of the Morgue.
Scare Up A Scarecrow Head	Acquired automatically when reaching Freak Farms.	Freak Farms: Entrance	Collect 5 heads from the Scarecrow enemies and return them to Sam Spade at the Head Shop.	Scarecrow Head
Investigate Montezuma's Casino	Acquired automatically when completing *Collect the Evidence*.	Freak Farms: Fred's Farm House	Go to Montezuma's Casino and find the video tape. You also need to defeat Aztec Eddie and get his key to the vault.	None
The Key To Harper's Gate	Harper	Freak Farms: Harper's Farm	Defeat the Scarecrow that has killed Harper's Nephew. Interact with the dead Nephew to collect the Key. Return the Key to Harper to complete the mission and collect your reward.	Harper's Gate Key, Brass Key
Thin Their Numbers	Harper	Freak Farms: Harper's Farm	Defeat 5 of the Scarecrows in Harper's cornfield. Return to Harper for your reward.	Jaw Harp; Access to Harper's Underground Tunnels.
Hatefield's Harvest	Hatefield	Freak Farms: Midfields, Hatefield's Farm	You will need to do a number of things in order to complete this mission: 1. Steal McCraw's rooster egg in his Rooster Coop. Interact with the coop to use the Shrunken Head and enter it. Find the Rooster Egg and touch it to collect it. 2. Burn down McCraw's Harvest. Use the Scarecrow Head and the fire on the side of one of the buildings in order to ignite the bundles of hay. Firing Flaming Crows at the bundles is the easiest way. 3. Kill McCraw's champion rooster, McClaw. Enter McCraw's Barn and kill all of the Roosters to make sure that you get the right one. When no more roosters come out to attack you, you've got him.	None

McCraw's Revenge	Acquired automatically when completing *Hatefield's Harvest*.	Freak Farms: Midfields, McCraw's Farm	There are a couple of steps to this one: 1. Use the Gas Can and the Corpse Head to transport gas to the Generator behind Hatefield's Barn. 2. Collect the Moonshine from inside Hatefield's Barn. 3. Destroy the Moonshine Still out in front of Hatefield's Barn.	Access to Fred's Farm House
Coop Killin'	Acquired automatically from the Concerned Farmer in Tin Town.	Freak Farms: Tin Town	Destroy the Rooster Coops in Freak Farms: Tin Town.	$14; Access to the *Save the Chapel* mission.
Save the Chapel	The Concerned Farmer	Freak Farms: Tin Town	Defeat the Bone Thugs inside the church and put out the fires. Then return to the Concerned Farmer to get your reward.	$6; Tin Town Chapel Key; Access to the Boonies through the back of the Chapel.
Total Barf-a-Rama	The female Denizen wandering around.	Freak Farms: Tin Town	Make both other contestants in the Pie-Eating Contest vomit.	25
Who Wants Pie?	The female Denizen wandering around.	Freak Farms: Tin Town	Win the Pie Eating Contest in Tin Town.	$100, The Pie-Eating Champion Trophy
Check in with Benny, Part 2	Acquired automatically when turning in the first *Check in with Benny* mission.	Old Hope Falls: Fred's Office	Travel through the Old Mining Tunnel behind Fred's Farm to reach Tin Town and, from there, the Boonies.	None
Check in With Benny	Acquired automatically after the cut scene in the vault that plays when defeating Aztec Eddie.	Montezuma's Casino: Boss Area	Check in with Benny back at Fred's Office in Old Hope Falls.	None
Light My Fire	The Old Man in the Fireworks Factory	Old Hope Falls: Cheap Street, Fireworks Factory	Light the stove by any means necessary.	$75

Jeanne's New Groove	Acquired automatically when first getting to Fred's Office.	Old Hope Falls: Fred's Office	Progress to the Bongo Club and talk to Jeanne Rossini in the Starlight Stage Area.	None
Big Buck-Buck-Bucks	Benny Salazar	Old Hope Falls: Fred's Office	Visit a Featherdome and win a bet placed on a cockfight. Either watch a fight or enter one of your roosters.	Rusty Trombone, $15
Pitt's Prize	Benny Salazar	Old Hope Falls: Fred's Office	Kill Pitt's Rooster in the Apartment in Downtown.	2 One-Eyed Monsters
Slip Him A Mickey	Benny Salazar	Old Hope Falls: Fred's Office	Poison Mickey the Rooster in a motel room behind Lefty's Pool Hall.	2 Donkey Punches
Once More Unto The Brooch	Fred's Filing Cabinet	Old Hope Falls: Fred's Office	First go to the Bilgewater Residence and speak with Ms. Bilgewater. She'll tell you to go find her missing Brooch in Zombietown. Defeat the Zombie that is on the second floor of the Gin 'n' Toxic to get the Brooch. Then, return to your office where Ms. Bilgewater has mailed your reward. (Interact with the Filing Cabinet to complete this mission.)	$200
Fight of the Living Dead	Grizzle	Old Hope Falls: Grizzle's Gym	Defeat all of the Zombies in Grizzle's Gym: Locker Room. Return to Grizzle to complete the mission.	Engraved Bed Pan; Access to the Ultimate Arena.
A Penny Saved	Marshall Lessworth	Old Hope Falls: Lessworth's Pawn Shop	Defeat all of the Bone Thugs about to pound on Penny in Old Hope Falls: Paradiso Place outside of the Cinema and the Bongo Club. Return to Marshall Lessworth for your reward.	Gold Pocket Watch
A Letter for my Feller	Penny	Old Hope Falls: Paridiso Place	Travel to Creepy Hollow: Abandoned Town and give the letter to Charlie Webb who's waiting in the cemetery. Return to Penny in Lessworth's Pawn Shop to collect your reward.	Cameo Locket
Heart Earned Cash	A Denizen in Peligroso Lane	Uptown: Peligroso Lane	Enter the Denizen's apartment and get the valentine's day gift. Return it to the Denizen for your reward. You need the Mutant Head in order to get past the toxic waste spill blocking the street.	$125
Rage in the Cage	Acquired automatically from the Scientist In the Cage after watching his cinematic.	Pitt Nuke: 301A Rat Research Lab	You first need to find the Mutant Captain in order to get the Cage Key. He is in the room on the same level, across the Meat Trail wall. Kill the Mutant Captain inside to get the key. Come back to let the Scientist out of the Cage to complete the mission.	Lab Worker Cage Key, Animal Lab Key, Office Key

Kill Ulysses Pitt	Acquired automatically after defeating Goonzilla in the Pitt Nukular Plant.	Pitt Nuke: Reactor Core	Find Ulysses Pitt and kill him. He's at Pitt Inc.	None
Bag The Bonehead	Acquired automatically when entering Uptown.	Uptown	Collect 5 heads from the Bone Heads and return them to Sam Spade at the Head Shop.	Bone Head
Face the Face	Acquired automatically when entering Uptown.	Uptown	Defeat Faccia Del' Osso in the Back Alley of the No Frills Boutique.	None
Completing all of Elle Cosmo's missions	Elle Cosmo	Uptown: Emporium Dr., No Frills Boutique	Complete all 4 of Elle Cosmo's side missions.	Gold Worm
Execute the Executioners	Clarence, the middle-aged Denizen with the thinning hair.	Uptown: Emporium Dr.	Defeat the 2 Executioners in the Emporium Drive Courtyard.	$40
A Head for Extortion	Acquired automatically from Elle Cosmo after entering the No Frills Boutique.	Uptown: Emporium Dr., No Frills Boutique	Defeat the Bone Thugs and the Captain in the Back Alley of the No Frills Boutique.	Dummy Head
Talk to Jeanne	Acquired automatically when completing *A Head for Extortion*.	Uptown: Emporium Dr., No Frills Boutique	Gain entrance to the Rossini Park and complete the mission *A Walk in the Park*. When returning to the Gazebo on your way out, speaking with Jeanne completes this mission.	None
Lip Service	Elle Cosmo	Uptown: Emporium Dr., No Frills Boutique	Defeat all of the enemies in the Café Patio including the one at the top of the ladder. The last one to die drops the Baggie of Lips. Bring this back to Elle for your reward.	Nose Ring, $15
The Eyes Have it	Elle Cosmo	Uptown: Emporium Dr., No Frills Boutique	Defeat the Bone Thug Captain in the Peligroso Lane Courtyard and return the Eyes to Elle for your reward.	Fake Beard, $25
Trimming the Fat	Elle Cosmo	Uptown: Emporium Dr., No Frills Boutique	Defeat Jack Strife, an Executioner, in the Cabeza Boulevard Courtyard. Return the Box of Fat to Elle Cosmo for your reward.	Monocle, $19

Turning Cheeks	Elle Cosmo	Uptown: Emporium Dr., No Frills Boutique	Break a lamp on a table in the Café Patio to create an open flame and use the Gas Can to blow-torch the bushes. Climb the newly exposed ladder and defeat all of the Bone Thugs in the Playground Area around the corner. The last on to die drops the Cheeks. Return these to Elle for your reward.	Novelty Teeth, $12
Find Rita's Ring	Rita, the Denizen in front of Rossini Park.	Uptown: Park Avenue	Find the Ruby Engagement Ring in the Cabeza Boulevard Courtyard. It is on the upper level, so you'll need the Corpse Head to float up to it. Return it to Rita for your reward.	Rossini Park Gate Key
Recover Becky's Locket	The Old Denizen	Uptown: Peligroso Lane	Go through the door behind the mission giver to enter Peligroso Lane Courtyard. Defeat the Bone Thugs and their Captain in order to complete the mission. Return to the old Denizen for your reward.	$50
Ask Benny	Acquired automatically after talking to Jeanne Rossini.	Uptown: Rossini Park, Gazebo	Talk to Benny Salazar in the Gin 'n' Toxic in Zombietown. To do this, you first have to defeat Juju Judy and then return to talk to Benny.	Access to Fred's Office.
Fishing Lessons	Acquired automatically after completing *A Walk in the Park*.	Uptown: Rossini Park, Little Hope Pond	Interact with the No Fishing Sign to go fishing. Make sure you have some Worms in your inventory. Once you have caught a fish, exit the mini-game and talk to Suk.	Access to the Fishing Holes
Find Timmy's Shovel	Timmy, the child Denizen in the sandbox.	Uptown: Rossini Park, Playground	Burn down the bushes and collect the shovel. Turn it in to Timmy to uncover a Tiki Totem in the sand.	Access to the Tiki Totem in Rossini Park.
A Walk in the Park	Acquired automatically when entering Rossini Park.	Uptown: Rossini Park, Entrance	Rid Rossini Park of all the Executioners.	Crappy Fishing Pole; *Fishing Lessons* mission from Suk.
Desperately Seeking Grandma	Charlie Webb	Zombietown: Charlie Webb's House	Go to Grandma Webb's House and collect the Note on the desk behind the attic ladder. Return to Charlie Webb for your reward.	4 Washable Rocks
Last House to the Left	Charlie Webb	Zombietown: Charlie Webb's House	Kill Krug, Weasel and Junior Stillo. They are Zombies in the Last House on the Left, across from Grandma Webb's House. Collect Mari's Peace Sign Necklace and return it to Charlie for your reward.	3 Washable Rocks

Myrtle, She Wrote…	Charlie Webb	Zombietown: Charlie Webb's House	Get Grandma Webb's Note in the Boonies. It is inside the building with the fan out front and the Fan Boat out back, right before Dr. Grimes' House Exterior.	5 Washable Rocks
Shakedown Breakdown	Charlie Webb	Zombietown: Charlie Webb's House	Defeat the three Bone Thugs in the alley in front of Lefty's Pool Hall. Return to Charlie Webb for your reward.	3 Washable Rocks
Zombietown Meeting	Charlie Webb	Zombietown: Charlie Webb's House	Kill the 3 Bone Thug Captains in the area behind Lefty's Dirty Pool Hall.	4 Washable Rocks
Hurting Those Who Help Themselves	Charlie Webb	Zombietown: Charlie Webb's House	Find and recover the 5 boxes of groceries in the Abandoned Warehouse in Old Hope Falls. Return them to Charlie Webb for your reward.	Gold Worm
Neuman Investigations	Acquired automatically after completing *Ask Benny*.	Zombietown: Gin 'n' Toxic	Go to Fred's Office in Old Hope Falls.	Access to Fred's Office.
Get Carver	Omar Escobar	Zombietown: Gin 'n' Toxic	Defeat the Bone Thug Captain inside one of the motel rooms out back of Lefty's Pool Hall. Return to Omar at the Gin 'n' Toxic for your reward.	$150
Poison on Tap	Omar Escobar	Zombietown: Gin 'n' Toxic	Steal the Box of Poison from Lefty's office in Zombietown: Lefty's Pool Hall. Return it to Omar at the Gin 'n' Toxic for your reward.	Bearded Clam, Fuzzy Naval
Water Torture	Omar Escobar	Zombietown: Gin 'n' Toxic	First, enter the bathroom inside of Lefty's office. Interact with the wheel inside to complete the first stage. Then travel outside into the Cabana Shack on the far side of the pool and interact with the water wheel in there. This will drain the swimming pool behind Lefty's swamping Lefty's Pool Hall. Return to Omar at the Gin 'n' Toxic for your reward.	5 Half Cups of Toilet Water

Tradable Items

There are 14 unique items hidden throughout Hope Falls for which certain Denizens possess a special desire. Each Denizens pays top dollar if you hand deliver his or her special item. In a Denizen's mission menu, there is an option to press button to see what object they want to be traded. If they don't show a trade option in their menu, they don't want anything specific—or you have already completed their trade. If you do sell a tradable item to a random vendor, you can buy it back at Lessworth's Pawn Shop in Old Hope Falls. Once you've traded all 14 items, a Gold Worm appears for sale in Lessworth's Pawn Shop.

Tradable Items

Item Wanted	Who Wants It	Where to Find It	Reward
Black Falcon	Sam Spade	Behind the over-turned school bus with a Nuke Nugget in the Boonies: Dump.	$200
Engagement Ring	Elle Cosmo	In the corner of the Abandoned Warehouse in Old Hope Falls: Swank Drive.	$150
Singing Fish Placard	Suk Kwan	In the Boat House in Uptown: Rossini Park: Little Hope Pond.	$250
Mysterious Package	The Post Man	In the Hobo Camp in Creepy Hollow: Gruesome Gorge, near the tractor.	$500
Schwing Bicycle	Charlie Webb	Downtown behind the Post Office.	$650
Boxing Trophy	Grizzle	In the Sewers of Zombietown.	$600
Little Black Book	Benny Salazar	By Montezuma's Casino: Fishing Hole. Use The Tiki Totem in the Executive Lounge to get there.	$300
Monkey Paw	Dr. Grimes	Outside in the playground by Fred's Office in Old Hope Falls, behind the tree.	$550
Magic Bullet	Marshall Lessworth	In Pitt Nuke: 301A Rat Research Lab, sitting on the desk in the room with the Caged Scientist, Dr. Coop.	$400
Pearl Necklace	Jeanne Rossini	Received when you trade 10 Pearls to the male Denizen standing across from the Gas Station in Old Hope Falls: Rutger Way.	$700
Rusty Pocket Watch	Doc Steiner	In Pitt Inc, on the second level of the Elevator Hall	$100
Lost Diary	Penny	In the Bongo Club. Use the Tiki Totem at the top of the fountain just past the Lobby to get to it.	$450
Stuffed Pet Cat	Omar Escobar	In the park behind the Café Patio in Uptown. Use the Corpse Head and float up to the balcony, and then run across the Shrunken Wire to collect it.	$75
Krusty Krullers	The Police Chief	Inside Fred's Chicken Coop in Freak Farms: Fred's Farm House.	$350
$970	Thief	Cash baby!	Gold Worm
$970	Morgue Attendant	Cash baby!	Gold Worm

Inventory

Most enemies defeated in the game drop items as they die. It might be a Worm Juice, but more often it is a non-descript box filled with a random item. Most of the random items that enemies drop can also be purchased from various vendors.

Many of the items have no use beyond being sold for money, but some of the items are ingredients used to make drinks. Combat in *Dead Head Fred* can be pretty tough, so making drinks is a good strategy for keeping Fred in fighting form. The easiest way to get a bunch of ingredients for drinks is to get out there and defeat some enemies—but if you're short a few key elements for that special drink, don't fret! You can buy all of the mixed drink ingredients from various shop owners. Also, most shop owners and bartenders don't care what head Fred is wearing, they just care about the color of his money.

Random Item Drops		
Billfold	Pearl *	Novelty Teeth
Purse	Rooster Egg ‡	Rosebud Snow Globe
Wallet	Screw Driver	Stuffed Fish
Bakelite Clock Radio	Shiny Red Ball	Tomahawk
Banjo	Tire	Viking Helmet
Black Crow Statue	Tricycle	Bakelite Cassette Player
Black Rock	Washable Rock §	Capt. Astro Space Gun
Brass Key	Bakelite Ghetto Blaster	DHF Figure Steiner
Cigarette Lighter	Cameo Locket	Electric Iron
Class Ring	Compass	Girl's School Notebook
Cowboy Boot	DHF Figure Fred	Gold Spectacles
DHF Figure Bone Thug	Dirt Demon	Jaw Harp
Golden Idol	Fancy Tile	Small Toy Animal
Marionette	Gold Pocket Watch	Tacky Brooch
Nose Ring	Golf Club	Toy Fire Engine
Old Shoe	Harpoon	
Items Used for Mixed Drinks		
Fuzzy Handcuffs	Head Hunter Mask	Glass Eye
Battle Ship Figurine	Half a Cup of Toilet Water	Monocle
Bowl of Mixed Fruit	Engraved Bed Pan	Bone
Lucky Horseshoe	Trombone	Clam
Small Stuffed Donkey	Tomato	Fake Beard

* You can trade 10 Pearls to the Denizen across the street from the Gas Station in Old Hope Falls: Rutger Way for a Pearl Necklace.

‡ Rooster Eggs may be turned into Roosters by placing them in one of Fred's Rooster Cages in Freak Farms: Fred's Farm: Fred's Barn.

§ Washable Rocks may be used at the Sit 'n' Spin Laundromat in Old Hope Falls: Paradiso Place by interacting with the rock-tumbling Washing Machine. It costs five dollars to wash the rock and reveal an item inside.

Hints by Game Area

This section covers many of the common pitfalls that you may encounter in each game area. If you get stuck, hopefully the hints provided below will help you move forward.

Castle Steiner

The beginning areas of Castle Steiner shouldn't have too many hang-ups since the level is pretty much covered with tutorials. However, there are still a few areas that may cause a little bit of aggravation, perhaps more so when it comes to the later areas within the Castle.

In the **Library**, use the Stone Idol Head to move the bookshelf ladder and open the secret passage on the other side of the **Library**. In the **Secret Passage**, Fred observes the conversations between Ulysses Pitt and Dr. Steiner. Keep following the passageway to the far end where you will see the second cut scene and get dropped into the **Broken Room**.

In the **Broken Room**, you must traverse the upper floor to reach the exit. Do this by jumping on top of all of the junk in the first area and then jump to the platform that was once part of the second floor. Once above the area, you can jump from floor fragment to floor fragment in order to get to the exit at the far end of the room. If you miss a jump or fall down to the bottom floor, just head back to the starting area and jump back up again. On the bottom floor, there is a breakable box and a metal box. To reach them you need to drop down to the bottom floor on the far side of the blocked doorway. Remember: The metal box can only be broken with the Stone Idol Head.

Past the **Broken Room**, you are loaded into the **Drawing Room**. Upon entering, a Bone Thug sets the room on fire, triggering an alarm and locking down the doors. You need to put out the fires in order to exit the room, but it's a good idea to dispatch the Bone Thug first so that he can't wail away on you while you're trying to put out the flames. To extinguish the fires, first you must switch to the Corpse Head. This head has the ability to suck up water and spit it out. In this room, Fred can get water out of the Fish Tank by interacting with it. Just get close and then press and hold the Δ button while the Corpse Head is equipped. As Fred sucks water out of the tank, his head expands as it fills with liquid—and probably a few fish. Once the Corpse Head is full of water, spray it on the fires by pressing the O button. To stop the alarm, you only need to put out the fires that are outside of the fireplaces, but you can put out all of the fires if you want more practice. Once that is done, the doors will unlock and you can progress to the next area.

In the **Great Hall** there are a number of doors, but when you first reach this area, only one is unlocked. For now head towards the door that is to the right of the entrance on the bottom level. (This door is shown in the overview cinematic that plays when you enter this area.) This door will take you into the **Parlor**. There are three Bone Thugs in the **Great Hall** that you can fight before leaving if you want to, but it's easier to run past them now and then torch them using the lever in the **Pantry Secret Passageway** later on. Once you defeat the two Bone Thugs waiting for you in the **Parlor,** pick up the key they drop that unlocks the far exit.

Continue through the hallway containing Tiki Totem. You can’t use it yet, but once you have the Tiki Head come back and it will take you to a room filled with breakable boxes. For now, just exit the other end of the hallway and enter the **Dining Room**.

Once in the **Dining Room**, there are three enemies to dispatch. You can do this normally by using melee attacks or you can follow the tutorial’s instructions and try out the Corpse Head’s Flamethrower ability by sucking up some alcohol and spitting some at an open fire to ignite Fred’s breath. This particular ability is handy in many situations, but be warned: enemies often move in

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close to attack and if they're on fire when they do so, they may spread the blaze to Fred himself. No matter how you kill them, dispatching these three Bone Thugs unlocks the door to the **Kitchen**.

The **Kitchen** is a bit tricky and is one of the first areas that may give you some trouble when you're trying to figure it out. Start by taking a left and progressing down the short hallway to the **Meat Locker**. You need to avoid all of the hanging meat on the circular rack as you jump between the platforms to stay out of the electrified water. Once you make it to the far side of the room, interact with the switch on the wall to shut off the electricity, stopping the meat and making the water safe to step in. Before you head back into the **Kitchen**'s main room, fill the Corpse Head up by interacting with the water spout. Take your sloshing burden back into the Kitchen and spray it on the huge flames blocking Fred's path. At the far end of the main room, be sure to use the Stone Idol Head's **Ram Attack** (push forward on the Analog stick and press the O button) on the refrigerator. Once you slam into it, its door falls off, revealing a giant button inside that when pushed will reveal a secret exit out of the **Pantry**. Now you are ready to enter the **Pantry**. Inside the small room there are 2 Red Worm Juices and a metal breakable box. Collect the juices and break the box, then head to the door that was revealed by the sliding shelves to head to the next area.

In the **Pantry Secret Passageway** you can access the **Gallery** by pulling the switch in the middle of the room. Pulling this opens up the entrance to the **Gallery** right across from where the switch is. There's another switch around the corner, but don't pull that one just yet. In the **Gallery**, you need to use invisibility to get past the lasers. To go invisible, make sure that you have the Jar Head equipped, and then press and hold the O button. Once invisible, hurry towards the case with the miniature statue inside and interact with it. This deactivates the alarm and activates the giant statue in the **Great Hall**, creating a wind vortex in front of the statue. Now that you are able to reenter the **Great Hall**, if you want to easily get rid of the Bone Thugs that are waiting for you there, head back into the **Pantry Secret Passageway** and pull the switch that was around the corner. This lever ignites the fireplaces in the **Great Hall**, shooting some huge flames into the room and destroying any enemies standing in the way. Do this twice to make sure that you get all three of them. Then head back into the **Gallery** and take the door to the right of the mini-statue's case. This one leads back to the **Great Hall**. Don't worry about the door to the left; it is locked, and you're about to get into that area anyway.

In the **Great Hall** now that the Daedalus Statue has been activated, you can float up to the balcony leading into the **Icarus Room**. The only thing you need to do is equip the Corpse Head and step into the wind vortex created by the mechanical statue's beating wings. You will immediately start to float upwards and with a little steering you can easily land on the newly accessibly balcony in front of the statue. Once you are in the **Icarus Room**, you need to jump into the clam while wearing Stone Idol Head. This allows Fred to safely sink down the glass tube, terminating conveniently in the Conservatory.

In the **Conservatory**, there are a couple of things to keep in mind. First, you need to retrieve a head's worth of Weed Killer from the far side of the pond in order to kill the weeds that are blocking the exit to the outside. Second, the combination to the safe in the **Study** is on the table near the Weed Killer. This paper is essential when trying to open the safe later in the game. Pick it up as soon as possible, so that you don't have to come back searching for it later in the game. To get across the pond, take the Lily Pad jumps slowly and make sure not to fall in the water. Be especially careful on the return trip. If you fall in the water with a head full of Weed Killer, you'll have to switch to the Stone Idol Head to keep yourself from drowning, emptying your head of Weed Killer in the process. Also, the Lily Pads will sink or not sink based on which head you are wearing. Once you do make it back across the pond with a head full of Weed Killer, spray it on the weeds in front of the exit door to gain access to the **Exterior of Castle Steiner**.

Once on the outside, you need to break into the **Garage** in order to gain access to the mechanism that opens the gate. Break in by using either of the Stone Idol Head's O button attacks. Defeat the Zombie inside and then use the Corpse Head to suck up some gasoline from the car that is leaking fuel out of its side. Then use the Δ button to empty the fuel into the funnel on the adjacent vehicle. This activates the mechanism which opens the gate that leads to the **Mausoleum**.

While you're outside of Castle Steiner, don't forget about the **Hedge Maze** around back! There are four levers hidden in nooks throughout the maze. Pulling each lever changes the maze a little bit and rewards the player with a Red Worm Juice. Pull all four levers to receive all four worm juices. The juices are nice to have in the first Juju Judy Boss Fight.

Avoid the **Basement** until you possess the Mutant Head! Thanks to decades of experiments, this area of the Castle is exceedingly radioactive and you will die without the Mutant Head's immunity to radiation. Once you have the Mutant Head, you only need to fear the wandering Mutants found inside for the *Staff Infection* mission obtained from Doctor Steiner.

Defeating Juju Judy during the first boss fight is actually quite easy; just don't over think the situation. Judy will keep summoning Zombies trying to impress Fred and the only thing Fred needs to do in order to win this fight is to keep destroying her Zombies by headhunting them. Collecting the five heads that Sam Spade needs to make you a new Corpse Head will make Juju Judy retreat…for now.

Gaining access to the upper level of the castle is as easy as obtaining the Bone Head. Once you have the Bone Head, you can travel to the upper levels by climbing the stairwell which is off of the Great Hall. Of course, you can't take the stairs. To use this stairwell, Fred must equip the Bone Head and climb the Meat Trail up to the door at the top. This door lets you out into the upper hallway which has access to the **Explorer's Room**, **Steiner's Bathroom**, **Steiner's Bedroom** and a way to get back into **Library** as well.

In the **Explorer's Room**, there is a secret passage behind the tapestry. To get to this area you first need to burn down the tapestry. The easiest way to do this is by lighting Fred on fire and walking into the tapestry to ignite it. If you are wearing the Scarecrow head you won't take any fire damage, but it isn't too far of a trip, so really any head will work. Once the tapestry is burned to ash, a cracked wall is revealed. Fred can easily break through it by using the Stone Idol Head's *Ram Attack*. Once inside this area, there are a couple of Witch Doctors and a Stone Idol waiting for you, and the Heirloom for the mission *Heirloom Room* is inside of the coffin. Opening the coffin will reveal the Heirloom and automatically add it to your inventory.

In **Steiner's Bathroom**, you will find a Glass Key on the corpse in the bathtub and the Deed to Castle Steiner for the mission *Where There's A Will...* is behind the toilet.

There's only one thing to do in **Steiner's Bedroom** and that's to ram the headboard on Steiner's bed in order to open the secret passage into the **Rotating Room**. Ramming the headboard spins the bed around and drops Fred into the **Rotating Room** where he can use the Stone Idol Head to rotate the room around revealing different exit doors, most importantly one door that leads to the **Study**.

Creepy Hollow

Gruesome Gorge, the first area of Creepy Hollow, can seem like one of the hardest until you know how to get across the gorge. To do this, simply equip the Corpse Head and run straight off the cliff. The wind vortexes lift Fred up and you can float across onto the other side of the gorge. Defeat the Executioner by the Hobo Camp to trigger the Hobo's cut scene. At the end of this scene, a rat steals the key to the **Thief's Shack** runs into its nest. Head to the hollow log and interact with it using the Δ button to equip the newly acquired Shrunken Head and enter the **Rat's Nest**. Once in this small area, all you need to do is collect the key and leave. On the outside again, collect the Mysterious Package over by the tractor and head towards the **Thief Shack**. Inside talk to Leaf the Thief and get his mission *Finders Keepers*. Then grab the item box by the exit and head out the back door.

Waiting out back of the **Thief Shack**, there are two Zombies and an Executioner. You can either defeat them or simply run past them. Your goal is to get to the hollow log that is at the bottom of the path by the riverbank. Interact with this hollow log to enter into the **Broken Bridge** area.

The **Broken Bridge** requires a little bit of skill with the Shrunken Head's *Rolling Uppercut* technique. You will be traveling along the sides of the walls and there are some gaps and jumps that you can only make by using the *Rolling Uppercut*. This jump will make it possible to get from one side of the **Broken Bridge** to the other. Don't forget to pick up the Screwdriver in here for the mission *Finders Keepers*.

On the other side of the **Broken Bridge** are two more Executioners. One of these guys is a Captain. You can either attack them or just run past. If you do decide to fight them, use Corpse Head since it is the strongest head against Executioners.

In the next area, the **Haunted Clearing**, move down the steps towards the windmill to trigger the first Horseman Boss Fight. This time around, the Horseman is pretty easy. You just need to do direct damage to him. Rage Attacks are your quickest option. Watch out though, if you're not ready, you might just get overwhelmed by the Horseman and lose a lot of health in the process. Once you have defeated the mounted menace, approach the hollow log that he reveals as he exits the area and interact with it using the Δ button.

The **Briar Patch** is another Shrunken Head area and is a little tricky because of the mouse traps that need to be used in order to navigate the area. The first mouse trap to use is the only one available to Fred at first. Interact with this trap using the Δ button and it will send you flying into the second area of the puzzle. Move to the right and collect the Lock Pick for the mission *Finders Keepers* and then turn around and move to the furthest mouse trap in the opposite direction. There is a random package next to the correct mouse trap. Interacting with this mouse trap will send Fred flying into the next part of the puzzle. Here, run all the way to the right and interact with that mouse trap to send Fred flying to the last area of the puzzle. Collect the item box and exit the area by interacting with the hollow log.

In **Abandoned Town**, there are a few things to keep in mind. First, the graveyard area holds the Stethoscope for the mission *Finders Keepers,* just lying up against a head stone. Second, you will find another Glass Key on the corpse in the area for the *Glass Keys* mission. Third, the gas can in the tunnel entrance is not for lighting things on fire since there is no fire to ignite it with. Instead, use it to knock down the loose items down that are beginning to work their way down out of the graveyard above. Spray the liquid on the two bags stuck in the dirt and they will drop to the ground where you can pick them up easily.

You'll need to come back to **Abandoned Town** at least a couple of times in order to complete the game. The **Featherweight Featherdome** is located here, as is Charlie Webb during the mission *A Letter for My Feller* from Penny Lessworth. There is a Nuke Nugget here that is invisible until you have the Mutant Head equipped, and a conveniently located Tiki Totem leads all the way back to the **Thief Shack**. The **No Fishing Hole** here is locked until you have completed the mission *Fishing Lessons* from Suk Kwan in Uptown. If you want your first taste of two more mini-games, the **Pool Hall** here features **Dirty Pool** and **Pinball**. To travel to the next area, traverse the giant tunnel under the graveyard. This will take you to the **Headless Horseman Bridge**.

The **Headless Horseman Bridge** itself isn't too bad, but you need to enter the **Sawmill** in order to un-jam the lever that lowers the bridge. Do this by traveling around back of the mill and then up the long ramp. Once at the top, press the Δ button to enter the wooden building. Once inside the **Sawmill**, the first thing that you need to do is to un-jam the machinery. Do this by climbing up the first spider web and jumping onto the boards on the right side, like in the **Broken Bridge**. Follow this board back to the jammed gears and kick the rat loose with a simple □, X, X combo. This starts up the mill machinery and frees the lever on the outside of the building. Watch your head in here and don't fall to the floor: it's too far down for Fred to survive the fall. Also, make sure to keep an eye out for the Gear needed to help complete the *Finders Keepers* mission. It's in the first room on a conveyor belt before you reach the swinging logs.

Timing the swinging logs at the mid-point of the **Sawmill** is a crucial point. Making it to the first two swinging logs is not a big deal, but the jump to the third log is a bit trickier. Try waiting until the log Fred is on swings towards the third log and the third log is swinging back towards Fred before you risk a jump. After this point, it's just a matter of keeping your head on long enough to make it out alive on the other side of the mill. Using your *Roll Dive* to roll underneath the spinning blades is crucial to success, especially in this last room. Once outside again, pull the lever to lower the **Headless Horseman Bridge**. If you want to catch the three worms lingering beneath the overgrowth taking out the Executioners here makes it much easier. Then, head to the next area by crossing the bridge and following the road.

The **Church Exterior** is pretty straight forward once you realize you can't get into the **Church** through the front door. The only way in is down the well and through the **Catacombs**. To enter the well, get close to it and interact with it using the Δ button and Fred will switch to his Shrunken Head and ride down in the bucket.

Inside the **Catacombs** there is a whole new set of dangers. Aside from the Zombies, there are areas of radiation that you should avoid until you have the Mutant Head, areas that can only be accessed by the Stone Idol Head *Ram Attack,* and down one of the off-shoot paths, the Black Duffel Bag for the mission *Finders Keepers*. Run past as many of the Zombies as you'd like; you don't need to kill any to get out. You just need to find the exit.

Inside the **Church** sanctuary, there are three regular Zombies and one Zombie Captain named Father Flesh. Father Flesh has the Church Key that you need in order to exit the building. Taking the key by force is, unfortunately, the only way. This can be done by attacking as you would normally, or you can stun all of the Zombies in the area by ringing the Church Bell using the rope on the wall by the doors. This will stun them all for a limited time, prepping them for some timely headhunting. Also, don't forget to collect the Large Diamond on the table by the pulpit for the mission *Finders Keepers* before you make your exit. You'll need to return to the **Church** basement later in the game once you get the *Max the Axe* wanted mission from Sergeant McManus in Downtown.

In the **Horseman's Hollow**, Fred finally catches up with the Headless Horseman again. This second phase of the boss battle has a bit of a puzzle to it, requiring the use of the Jar Head in order to use the Stealth Field Generator. To defeat the Horseman in this phase you must first knock him off of his horse and then proceed to kick the living snot out of him. Knock him off of his horse by using the Stealth Field Generator, sneaking up on him and then either punching the horse or by interacting with the Δ button. If you succeed, Fred’s sudden appearance spooks Duskfall, the not-so-stalwart steed, and the Headless Horseman is thrown to the ground. Understandably, after this the Horseman's pretty angry, so he'll start attacking you. Punch away at him using the □, X, X combo, or unleash your focused Rage Attack on him by holding the R button and pressing the □ button. Once you stun him, his pumpkin turns gray and he throws it at Fred, trapping the detective in a vortex. At this point, Duskfall reappears and the Horseman remounts while Fred is still suspended in the air. The Horseman then charges at Fred, but don't worry! The vortex disappears just before he starts his charge, giving you enough time to find safety behind a tree. Now, you just need to do it all one more time. Watch out for lobbed pumpkins, and try to watch where the Horseman will reappear next. Stealth up to him, scare his horse, and give him another beat down to cue the last phase of the battle.

The third and final battle takes place at **Creepy Hollow Lake**. Here you get to finally give the Horseman what's coming to him and rescue the damsel in distress that is Doc Steiner. The Horseman has suspended Doc Steiner in a cage above an abandoned Oil Taker that's leaking like crazy. Conveniently, the oil trails lead right to where the Horseman can easily throw flaming pumpkins at them, setting them ablaze every few throws. If the fire reaches the tanker, Doc Steiner is toast, literally. Luckily, there's a water pump nearby that, when equipped with the Corpse Head, Fred can suck water out of and put out the oil fires. When the battle starts, equip the Corpse Head as quickly as possible and make your way over to the pump. Interact with it by pressing and holding the Δ button and fill your head with water. By this time the Horseman should have already lit one or more of the oil trails on fire. Spray your water on the trail until the fire goes out by pressing the O button. Keep on spraying that water out until your Corpse Head is empty and run back over to the pump and fill it again. You might or might not notice the water in the lake getting lower each time you fill up with water—but it is. This battle ends once the water level gets below a certain point. The battle is easily won if you are constantly spraying out water, mindful that the fires need to be put out, but also that draining the lake is a priority. Fill the Corpse Head up about 5 times and you will be victorious.

Uptown Hope Falls

The first area here, **Cabeza Boulevard**—Cabeza is Spanish for “Head.” Clever, huh?—holds the **Head Shop** and the **Cabeza Boulevard Courtyard**. Behead five Bone Thugs and report to Sam Spade in the **Head Shop** to receive your very own Bone Head. While in the **Head Shop** you can also upgrade one of your heads using the Gold Worm you collected from the Horseman. Don't worry about the Courtyard just yet.

The second street you come to in Uptown is **Park Avenue**. There's not much to do in Park Avenue, but it does have exits to several other areas, including **Rossini Park** and the **Café**, and you also learn how to put the Bone Head's razor sharp claws to good use. Once you have defeated—or bypassed—the Bone Thugs in the area, make your way to the wall covered in what looks like raw meat. Jump onto the Meat Trail and the Bone Head's claws will allow Fred stick to it like glue. Climb up the wall and proceed through the door on the balcony.

The next area is **Emporium Drive**, named for its assortment of upscale businesses, particularly the **No Frills Boutique** run by fashionista Elle Cosmo. For a pretty penny, she can provide Fred with the specialty clothing he will need to complete certain sections of the game. Also, if you complete all five of her missions she rewards Fred with an all-important Gold Worm. But first, you need to get the Dummy Head if you want to be able to talk to the hapless Denizens wandering around Hope Falls. To complete her first mission, enter the **Back Alley** behind the **No Frills Boutique** and defeat Faccia Del' Osso, the Bone Thug Captain who you met at the entrance to Uptown who’s none other than the goon who’s been extorting Elle. Once you put him out of his misery, return to Elle and she'll reward you with the Dummy Head. Now you have two choices: make your way to **Rossini Park** or complete Elle's missions to earn that Gold Worm? If you would like to go straight to **Rossini Park**, skip the next paragraph.

Elle's missions consist of going through various parts of Uptown and collecting some, um, body parts. She needs new Eyes, Lips, Cheeks, and Fat for yet another round of plastic surgery. Her Eyes are in the **Peligroso Lane Courtyard**. After you get the Eyes and while you're still in the area, talk to the Old Man to receive the *Get Becky's Locket* mission. He is often standing right outside the **Peligroso Lane Courtyard**. Once that mission is active, go back into the courtyard for some more fighting and to retrieve Becky’s Locket. Also, don't stray too close to the Toxic Waste spill unless you have the Mutant Head. The next two items, Elle's Lips and Cheeks, are dropped by enemies waiting in the **Café Patio** and the courtyard area beyond it, accessible from **Park Avenue**. To get to the courtyard behind the **Café Patio**, smash one of the lamps on the tables to get an open flame. Then fill the Corpse Head up with gasoline from the gas container beside door leading back to **Park Avenue**. Ignite Fred’s breath for a Flamethrower effect by spraying the gas at the open flame and torch the bushes blocking the trellis. Climb up the trellis and make your way to the back patio. Once you have the Cheeks safely stashed in your inventory, look around for more bushes to burn and don't forget to retrieve Omar Escobar's Wanted Item, a Stuffed Kitty, from the fire escape via the Shrunken Head Wire. To reach the Shrunken Wire, you must first float up to the playground roof using the Air Conditioner and then jump to the grocery store awning. Last, but not least…disgusting, is a Box of Fat! Her Box of Fat is all the way back in the **Cabeza Boulevard Courtyard**. Defeat the Executioners there to receive the drop.

Outside **Rossini Park** in **Park Avenue**, a lovely pillar of the community named Rita has lost her wedding ring. The deal is this: to get into **Rossini Park** you need to get that ring back for her. Make your way to the **Cabeza Boulevard Courtyard**. Once inside, use the Corpse Head to suck air from the Air Conditioner Vent and float up to the platforms above the courtyard. Grab the ring in the item box and return it to Rita in front of the park gate. In return, she unlocks the gate and

Fred is free to gallivant through **Rossini Park** as he pleases.

Just inside **Rossini Park**, by the huge statue of town benefactor Vinni Rossini, Suk Kwan asks you to defeat all the Executioners currently infesting the park and make it safe for Suk Kwan to fish again. The last area in the park contains **Little Hope Pond**. Once you kill the Executioners on its banks, Suk Kwan will join you there and offer you the *Fishing Lessons* mission. You can also collect his Wanted Item in this area. Use the Corpse Head in conjunction with the nearby airpipe to float up to the roof of the **Boat House** where you can collect $145 and the Singing Fish Placard, which is just inside the second floor window. Trade the Singing Fish Placard to Suk to receive a cool $250.

As a side benefit, cleaning up the park has given Denizens a chance to return, including the elusive Jeanne Rossini, so from this point you need to backtrack through **Rossini Park** to the **Gazebo** where Jeanne is waiting. Make sure to chat with her on your way out. This is where she gives you the story mission *Ask Benny*. Now keep backtracking, and in the next area by the **Playground**, you'll meet Timmy. Timmy's lost his shovel and Timmy needs it back. Make with the flamethrower trick again using a combination of Corpse Head, gas can, and open flame—courtesy of the breakable lamp along the path. Burn down the bushes to fully expose the cave where Timmy threw his shovel. Your reward for returning it is a newly accessible Tiki Totem that links up to the one on the ledge in the **Boutique Back Alley**. Once you are out of **Rossini Park**, continue on to **Emporium Drive**. Now that you have talked to Jeanne Rossini, the police barricade is gone and Fred can leave the level. At the newly opened end of the street veer left to enter Old Hope Falls.

Old Hope Falls

The first street Fred comes to in Old Hope Falls is called **Swank Drive**. A car with gas pouring out of its tank has been abandoned near the entrance. Fill the Corpse Head with gas and run across the street to the generator behind the chain link fence. Spraying a full head of gas into the generator (by interacting with Δ button) lights up the interior of the **Abandoned Warehouse**. In the first room, be careful not to touch any of the toxic ooze, because it's instant death. Use the Shrunken Head to make your way along the shelves attached to the walls and into the back room. There you'll find the Engagement Ring, which is Elle Cosmo's Wanted Item, and five angry Bone Thugs. Exiting the back room unlocks that door from the street side, making it easier to complete a Charlie Webb mission here later in the game.

Now make your way down the street towards the tunnel that leads to **Cheap Street**. Accessible from **Cheap Street,** are **Fred's Office**, **Grizzle's Gym**, **Lessworth's Pawn Shop**, **Freddie's Fireworks Factory**, a **Head Shop**, and the **Waterfall**. There are a couple of missions to do here early on.

The **Fireworks Factory** holds a cold little Old Man. He wants you to light his fire (but he doesn't call you baby.) To help him out run down the corridor shown in the cinematic until you reach the geyser of flames shooting into a pile of fireworks. Set yourself on fire by running into the flames. While running back to the Old Man, be wary of random fireworks lying in the path—they are not defective. It helps to have a stock of Red Juices handy, but you can also do this in multiple runs if you don't. Just run until you're very low on health and then stop and wait for the flames to go out. After regenerating you can try to get a little further. You could also wait until you have acquired the Scarecrow Head in order to make this mission a lot easier thanks to its immunity to fire damage. Make your way back to the Old Man and interact with his fireplace while you are still on fire. Don't forget to turn the mission in and collect your reward before leaving.

Another readily available mission on **Cheap Street** is in **Lessworth's Pawn Shop**. Marshall Lessworth needs you to keep an eye on his boy-crazy daughter Penny. To complete *A Penny Saved* progress to the Cinema on **Paradiso Place** another street found in Old Hope Falls. There you'll have the opportunity to let off some steam by repelling three groups of Bone Thugs that get their jollies by harassing young girls. The easiest way to complete this mission is to look for the Bone Thug running straight for Penny. In each group, one Bone Thug is gunning specifically for her. Take him out first, making sure you don't take Penny out with him. If she dies the mission starts over. After saving Penny, you're able to get a mission from her that leads you back to Creepy Hollow in search of Charlie Webb, Penny's "object of affection." Take the Manhole located next to the waterfall in **Paradiso Place** back to Creepy Hollow's **Abandoned Town**. Once there, Fred finds Charlie Webb hiding from Penny in the Cemetery. Penny will be waiting for news of her "main squeeze" in **Lessworth's Pawn Shop**.

In **Paradiso Place**, you can hit the **Sit N Spin Laundromat** if you have some Washable Rocks, or if you want to relax with a game of Dead Head Fred Pinball, it's in there too. To wash rocks, first you need a Washable Rock and at least $5. Head over to the washing machine and interact with it using the Δ button. After your dirty rock gets clean, you'll end up with either a premium item (worth $25) or a Worm Juice. The entrance to the **Bongo Club** is also off this street. Before Fred can even think about visiting this posh nightspot however, he needs to rescue his partner Benny Salazar from the vile clutches of cheap scotch.

On your way to turn in both of the Lessworth's missions, make sure you stop at the **Gas Station** in **Rutger Way**. Here, every time you interact with the gas pumps by pressing the Δ button, a car pulls in looking for a fill up. There are two cars parked beside the gas station expelling fuel at an alarming rate. Use the Corpse Head to suck up a head-full of Texas Tea and run over to the waiting car and fill it up using the Δ button. The grateful Denizen will reward you with a varying amount of cold hard cash. You can do this as many times as you want.

Across the street from the **Gas Station** is the Pearl Necklace maker. If you have ten Pearls, this Old Man will take them and turn them into a beautiful Pearl Necklace you can trade to Jeanne Rossini in the Bongo Club for $700. The door next to the Old Man leads to the **Bilgewater Residence**. Inside the apartment you can get the scoop on where Old Mrs. Bilgewater left her Brooch, completing an objective to the mission you can collect from the Filing Cabinet inside Fred's Office, *Once More Unto the Brooch*.

When you talk to Benny in Zombietown, he asks you to meet him at the entrance to **Fred's Office** on **Cheap Street**. Inside the **Hallway**, the door to **Fred's Office** is straight ahead on the right and the entrance to **Grizzle's Gym** is at the bottom of the stairs. Inside **Grizzle's Gym**, you'll be able to earn an extra Rage Point Slot and a Gold Worm when you win all the fights in Grizzle's Ultimate Arena. (It's a lot easier if you have all the heads.)

The **Hallway** also leads to a playground area containing a Tiki Totem that links to another Tiki Totem behind the Cinema. Behind the Cinema, Fred can collect a Purple Worm Juice. Sometimes there are enemies back here and other times the courtyard is filled with Denizens, but when you get the wanted mission for Son of Pam from the Police Station, he appears here. There are hanging bags tied to the tree in the back which can be knocked down with a ranged attack and hidden behind the tree is a Monkey Paw, Dr. Grimes' Wanted Item.

Inside **Fred's Office,** there is a Wardrobe for changing clothes, a Manhole for easy access, a Newsreel Viewer, and a Filing Cabinet that gives you a side mission, specifically one of Fred's old cases that has languished since his decapitation. Once you get into the office, Benny leaves to meet up with a dame. He won't reappear in the office until you have completed the first objective of the mission *Collect the Evidence*. Once he returns, he offers Fred some missions to complete and some leads. Benny's missions mostly deal with his past Featherdome losses. Two of his missions call for the eradication of some unruly Mutant Roosters. One is found in a Hotel Room behind Lefty's Dirty Pool Hall in Zombietown. The other is in an Apartment in Downtown. His other Featherdome related mission simply requires Fred to bet on a Featherdome match and win. You can bet on any match and win or—if you want to get fancy—you can wait until you are able to enter your own Mutant Rooster and bet on *that* match and win. If you want to use your own Mutant Rooster to complete the mission, you have to go to the Featherdome in Tin Town. The Newsreel Viewer doesn't become important until you've visited Vinni Rossini in the Downtown Morgue.

Once you've acquired the Stone Idol Head, return to the **Waterfall** area in **Cheap Street**. Underwater near the tunnel, you'll find a Glass Key, and behind the waterfall, a **Grotto** containing ten Pearls. This is an easy location from which to collect the ten Pearls needed to create the Pearl Necklace wanted by Jeanne Rossini.

Zombietown

South Road is the first street Fred explores in Zombietown. Here he finds **Charlie Webb's House**, **Old Mrs. Mesler's House**, a **Head Shop**, and the entrance to the **Sewers**. To ensure Charlie Webb is home the first time you run through Zombietown, you first must complete the mission *A Penny Saved,* acquired from Marshall Lessworth in Old Hope Falls. After rescuing Penny, get her *A Letter for my Feller* mission and track her paramour Charlie Webb to the Cemetery in Creepy Hollow's Abandoned Town.

Old Mrs. Mesler's House contains her Locket needed to complete the mission *Locket Man*, some enemies, and not much else. You can acquire the *Locket Man* mission from Old Mrs. Mesler's corpse which is residing comfortably in the Downtown Morgue.

While traveling down **South Road**, keep an eye out for fences. Most of them weren't built very well, and a few good hits should take them out, possibly revealing a treasure trove behind them. There is also a breakable wall in the alley beside the **Head Shop**. To access it, kill all the Zombies that appear. Once the breakable wall is visible, it is recognizable by the gigantic crack running down the middle. Equip your Stone Idol Head and *Ram Attack* it. There's a Nuke Nugget back there—only visible to the Mutant Head, of course—and some breakable boxes.

To get to **Lefty's Dirty Pool Hall**, you have to head for the **Sewers**! Climb the Meat Trail wall across from the **Head Shop** and make your way along the scaffolding to the big hole in the ground that contains the entrance to the **Sewers**. While up on the scaffolding, don't miss the breakable boxes on the roof of the building to your right.

The **Sewers** can be a little confusing if you get turned around. Down here, there's a Glass Key needed for Sam Spade's *Glass Keys* mission, an Alien Tissue Sample needed for Doc Steiner's *Area 50-Something* mission, and Grizzle's Boxing Trophy for which he's willing to pay a whopping $600. The ladder on the same side as the Boxing Trophy leads to the way out and to **Lefty's Dirty Pool Hall**.

Once outside **Lefty's Pool Hall**, you've got two choices: the first is to continue on your bloody, violent quest for vengeance by going through the Shrunken Head Pipe and into the **Alley**; the second is to enter Lefty's for a friendly game of **Dirty Pool**, a fun game of **Lefty's Revenge Pinball**, or a bit of light shopping courtesy of the Bartender.

Out back at Lefty's is a rundown motel complete with boarded up windows and the requisite filthy swimming pool. Submerged at the bottom of the pool is a Tiki Totem. To get access to that Tiki Totem, you need to complete a mission from Omar Escobar, the proprietor of the **Gin n' Toxic**. To fulfill the mission requirements for *Water Torture*, you must drain the pool behind **Lefty's Pool Hall**, flooding the speakeasy and, Omar hopes, putting Lefty out of business. You drain the pool by turning two valves. The first is located in the bathroom off the pool hall office and the second is located in the **Cabana Shack** in the back left corner of the swimming pool area. Omar also gives you a mission called *Get Carver*. Carver is a Bone Thug Captain who squats in one of the motel rooms by the swimming pool.

Benny Salazar has a mission objective hidden in one of the motel rooms, too. Benny—who is definitely a little too petty for his own good—seeks revenge on Mickey the Rooster. Mickey doesn't get to spend his days lying out by the pool though. Mickey is cooped up all day inside his pen inside one of the motel rooms. Kill Mickey and return to Benny to claim your blood money.

Even Charlie Webb has a mission that leads you to the back of Lefty's. Charlie's mission

Zombietown Meeting pits you against three Bone Thug Captains that are hanging out by the pool. Kill them and return to Charlie Webb inside his house for your reward.

After you're done playing around in Lefty's, make your way to the Shrunken Head Pipe out front by the Manhole. Interact with it by using the Δ button. This tube dumps you out in an **Alley**. Here Fred finds a Rooster Egg (in an item box being held above the ground by one of the mannequin hands sticking out of the trash can), a Pearl (on top of the chair), a Green Worm Juice (behind the metal bars through which you need to roll) and some other minor pickups. Collect as much of this stuff as you want and then proceed out the exit at the far end.

After traversing the **Alley**, Fred finds himself in a courtyard whose exit is blocked by a twisted, burning wreck. Run over to the dumpster to the right of the wreck and jump on top of it. Take the ladder up to the fire escape and jump from it to the next fire escape. Run along these platforms and drop down to the fire escape that is suspended over the entrance to the courtyard. Switch to the Bone Head and jump onto the Meat Trail wall. Scuttle forward until you are above an air conditioner and jump down. Switch to the Corpse Head and fill up with air. Now steer for the buses and float ever so gently over them, landing near the fire hydrant. Next, fill up with some cooling water and put out those pesky fires blocking the street in front of you.

Along this street are some points of interest. The first, on your left, is a breakable wall—breakable only to the Stone Idol Head though. The second is the **Last House on the Left**—conveniently, both last and on the left. Inside here are three Zombie Captains that Charlie Webb wants Fred to take care of for the mission *Last House on the Left*. The third point of interest is **Grandma Webb's House** on the right side of the street. In here is the note Grandma Webb left Charlie to tell him that she's out in the Boonies partying with Charlie's Aunt Myrtle for the mission *Myrtle She Wrote*. The Note is located on the desk behind the ladder to the Attic that drops down. After grabbing the Note, climb up the ladder and make your way to the Shrunken Head Pipe that leads to the rest of the Attic. Once inside the Attic, follow the pipes to the right and you'll run into the exit that leads to the **Gin n' Toxic Exterior**. If you don't want to go through **Grandma Webb's House** to get there, go back outside and take the street tunnel. Inside this tunnel you'll need to equip the Bone Head to climb along the Meat Trail walls. Be careful not to fall into the toxic waste because it is instant death.

The **Exterior of the Gin n' Toxic** has a few things to do. Firstly, if you have the *Once More unto the Brooch* mission active from Fred's filing cabinet in his Office, and you've talked to Mrs. Bilgewater in her apartment on Rutger Way in Old Hope Falls, you can go through the alley behind the **Gin n' Toxic** and, using the Bone Head, climb up the Meat Trail wall to the second floor of the **Gin n' Toxic**. The Zombie waiting up there drops Bilgewater's Brooch when he dies. Pick it up and return to your office to interact with the Filing Cabinet to complete the mission and receive your reward. You don't need to return to Harriet Bilgewater. Second, if you have the Stone Idol Head, you can make your way down into the **Old Sewers** and go Worm farming. To get to the Worm holes that are submerged in the biggest, bottom-most, flooded room, you have to go over to the control station on the platform in that room and turn the Valve. Then, equipped with the Stone Idol Head, drop down into the water and walk over to where the logs are blocking the drain. Use the Stone Idol's *Ground Pound* on the logs to break them. Then, run over to the door in the far-right wall and interact with the Valve next to it. The logs will rush out of the room with the water and the worms will be able to breathe again. A gigantic door will open revealing a room with a ladder that leads back to the other **Sewers** in Zombietown.

When you enter the **Gin n' Toxic** for the first time, Fred has a nice little chat with Omar Escobar, the bartender. The detective is then be whisked away by a surly group of Zombies to the second and final Juju Judy boss battle. This fight can get a little rough, so make sure you have a good stock of Red Worm Juices and all your Rage points are full going in. To finish the first part of the fight you must destroy the Glass Jars from which Judy pulls her power, but the only way to destroy them is to have Judy do it for you. Luckily, her fireballs are up to the challenge. She will hurl fireballs at you wherever you are, so just stand behind the Jars and block! (Blocking is very important here because there will be Zombies attacking you and Judy doesn't have the best aim with her fireballs.)

After the five Jars are broken, Judy is vulnerable to attack. She keeps lobbing fireballs at you and Touloulou, Judy's pet snake, gets into the action too by trying to bite you or whip you with his tail. He attacks when you get close to Judy, so the easiest method to take her down at this point is to switch to the Bone Head and use the *Death Swirly* Rage Attack to damage her. To perform the *Death Swirly*, hold the R button and press the O button while the Bone Head is equipped. If you really lay into her with the attack, it should only take a couple of passes to make her teleport onto her porch and start the third and final phase of the battle. Once she's on the porch, you can't attack her directly, because she is blocked by a force field. Instead, attack the pillars holding up the roof over the porch. The easiest way to take the pillars out is to use the Jar Head's focused Rage Attack *The Shocker* by holding the R button and pressing the □ button or using the Bone Heads *Death Swirly* again. If you run out of Rage Points just counter or behead one of the Zombies trying to attack you. Watch out for Judy's fireballs and use two Rage Attacks per pillar to demolish them and put Juju Judy to rest for good.

Now finally, you can talk to your old partner Benny Salazar. He's inside the Gin n' Toxic drowning his sorrows. After you talk to him, report back to your Office on Cheap Street in Old Hope Falls. He'll meet you there as promised to let you into the building.

The Bongo Club

First things first: do you have the Italian suit? If not, take $360 and go to Elle Cosmo in the No Frills Boutique in Uptown and buy it. Now put it on and report to the front door of the Bongo Club located on Paradiso Place in Old Hope Falls. Without the Italian suit on, you're not going to be admitted into this posh club.

Just inside the **Lobby**, Sam Spade calls Fred and instructs him as to the myriad combat possibilities provided by the Tiki Head. To acquire your very own Tiki Head, the fastest and easiest way to gather the required five heads is to stand near the Tiki Hut by the Mystic Fire Wall blocking the door to the rest of the Bongo Club. Here, equip the Bone Head and use the *Dead Head Shred* focused Rage Attack on the Witch Doctors that spawn from the Tiki Hut until they are stunned. Behead the stunned Witch Doctors and once you have collected five of their heads, visit the Head Shop located in the **Lobby**.

To disable the Mystic Fire Wall blocking your progress, you have to destroy the Tiki Huts. To do this equip the Corpse Head and fill it up with propane from the tank on the side of the gas grill and create a Flamethrower by spitting the gas at the fire on the grill. Now take your flame-throwing head over to one of the Tiki Huts. Spit fire into the hut aiming at the little glowing ball in the middle until the structure collapses. Make sure to jump out of the way when the huts topple because their roof sections cause damage as they fall. Take out both Tiki Huts and the Mystic Fire Wall will disappear.

The next area, the second part of the **Jungle Room**, has a couple of more Tiki Huts that you can either destroy using the Corpse Head's Flamethrower technique or leave alone. The main focus of this room is to open the door using the lever on top of the bridge. Use the newly acquired Tiki Head to gain access to the Tiki Realm through the Tiki Totem near the door. Traverse the Tiki World to reach the top of the waterfall, coming out right next to the lever. Pull the lever and the door by the first Tiki Totem will open.

Explore the rest of the **Jungle Room** to uncover hidden treasures and secrets. At each end of the little creek, there are deep pools. In the deep pool near the bridge and the door there are six Pearls, accessible using the Stone Idol Head. The bank to the right of the other pool has several breakable boxes and Penny's Lost Diary. You can get to this area via the Tiki Totem at the top of the Fountain in the first part of the **Jungle Room**, near the **Lobby**. Jump on the water spout when it's low enough and it raises you high enough to get to the Tiki Totem. Go through the Tiki Realm to come out in the area that holds Penny's Diary.

After opening the door using the lever at the top of the bridge, the revealed hallway offers access to the **Bathroom** and the **Tiki Bar**. In the **Bathroom** there is a sleazy Bathroom Attendant fed up with the quality of drinks in the **Tiki Bar**. He needs something stronger, so he would like you, if you accept his mission, to go to the Boonies and collect three jugs of Moonshine. The **Bathroom** is also where Ken “The Killer” Kaminaga is found when the mission from the Police Station in Downtown is activated.

In the **Tiki Bar**, there is a Tiki Totem to the left of the bar that takes you to an area with breakable boxes behind a fence in the **Jungle Room**, and the Bartender is a vendor and will make mixed drinks for you.

The **Volcano Room** is the next area that Fred enters. Sounds kind of ominous, right? It is. The Volcano located in the room constantly spews out fireballs that have a nasty habit of seeking towards Fred. Luckily, if you keep moving, most of them will miss you. Scattered throughout the room, there are three Tiki Huts. To open the door in order to progress, you must burn down all three Tiki Huts with—you guessed it!—your Corpse Head Flamethrower. The easy part is extracting the gas from the conveniently located grill. Now comes the hard part. You have to find an open flame with which to set the gas on fire. Remember the fireballs shooting from the volcano? There's your open flame. Just wait for a fireball to come crashing down near you and run over to get the pilot light for the flamethrower lit. Destroy all three Tiki Huts and the door to the Bongo Club's **Starlight Stage** will open.

The **Starlight Stage** room is where you meet Jeanne Rossini for the second time. Once you talk to her, interact with the Tiki Totem near the entrance of the room. It is a nice shortcut, taking you back to the beginning of the Bongo Club, bypassing any leftover enemies.

Downtown Hope Falls

Downtown Hope Falls is split into two sections. The first is rife with activity. There's a **Head Shop** for all of your head haberdashery needs and next to it is a Manhole for ease of travel.

A little further down the street is the **Apartment** where Ulysses S. Pitt keeps his prize Rooster. When you get the mission from Benny to kill the aforementioned Rooster, this apartment is where you need to go.

Turn the corner and on your left is party-central, otherwise known as the **Morgue**. Talk to the Morgue Attendant and, for the scant price of $100, he lets Fred enter the autopsy room to spend some time with the stiffs. If you're short on cash, you can make a short detour to **City Hall** in the second part of Downtown. There waiting for you in the **Mayor's Office** is an item box containing $100. After you pay off the Attendant and gain access to the autopsy room, all sorts of useful items and missions become accessible. In here you get to witness Vinni Rossini's murder, courtesy of his severed head. You can also get a Glass Key for Sam Spade's *Glass Keys* mission and one of three alien tissue samples for Doc Steiner's *Area 50–Something* mission.

In the **Morgue**, make sure to interact with each corpse. Most of them will have a mission for you. Old Mrs. Mesler, whose house is located next to Charlie Webb's in Zombietown, will give you permission to go raid her rooms for her locket which you get to keep once you've returned it to her lifeless body in the Morgue! There's also a Farmer's body in cold storage that gives you the secret location of a Mutant Rooster egg in the Freak Farms. Lastly, Doc Steiner's doting Uncle left a Will behind the toilet in Steiner's Castle that needs to be returned to Doc Steiner right away. Accept this mission, grab the Will, and return it to Doc Steiner to claim Doc Steiner's EZ Cast Fishing Pole.

Across from the **Morgue** is the **Entrance to Pitt Inc**. There is little to do there at this point except fight the Bone Thugs that patrol the parking lot. For now, don't worry about Pitt Inc until later in the game.

The **Police Station** is conveniently located next door to the city corpse repository. Here you can help out the local Law Enforcement by hunting down their most wanted. There are seven criminals to nab spread out all over Hope Falls. Start in Creepy Hollow with Max The Axe. He's in the Old Dutch Church's basement. Next is Billy Manson. This Bone Head Captain is walking around Cabeza Boulevard in Uptown like he owns the place. Third on the list is Son of Pam. This guy is taking a break from executions by having a picnic in the playground behind Fred's Office. Another offender is Ken “The Killer” Kaminaga. This Witch Doctor likes to spend his free time in the Bathroom of the Bongo Club—we don't know why.

The next three criminal masterminds are only accessible later in the game, assuming it's your first time in Downtown. But if it's not, Lenny is on deck. Use the Tiki Totem behind Fred's Farmhouse to get behind the Farmer's Market in Tin Town where Lenny is patiently waiting. Most Wanted number six goes to Bijou Bobby. He's biding his time until his next crime in the area between the Manhole and the Head Shop just after Boonies Town. Lastly, “Megaton” McGill is hiding out in the center alcove in Stinky Chuck's City Dump, also in the Boonies. As you defeat each of these hardened criminals, return to the Wanted Board in the **Police Station** to claim your rewards.

The second section of Downtown Hope Falls is a pretty hip and happening place as well. As you enter the area, turn to the right and you'll find the **Post Office**. Inside, the Post Man will give you your own Mailbox, located conveniently inside the **Post Office** itself. In game, you've probably noticed a Closed Envelope Icon appear in the lower left corner of your HUD. This icon is to let you know that you have new unopened Mail collecting dust in your Mailbox. Once the Post Man gives you your Mailbox, you can go through your mail and read the letters you've received. The Post Man also has three packages that need to be delivered. One goes to Elle Cosmo in the No Frills Boutique in Uptown. Another goes to Charlie Webb in his house in Zombietown, and the last one goes to Omar Escobar in the Gin n' Toxic. Deliver the packages to their addressees and return to the **Post Office** for your reward.

Across the street is **City Hall**. In the **Mayor's Office** Fred finds an item box that contains $100 and a **Dead Head Fred Pinball** table. Otherwise, there isn't much else to do in the **Mayor's Office**—no wonder he put bullet to brain, huh?

The next area of interest is the **Warehouse**, around the corner to the right of the Post Office. Outside there's a man just minding his business. If you go up and talk to him, he offers to make you an accomplice in a heist. The problem is you have to do all the work! Accept his mission and make your way to the Shrunken Head Pipe that leads to the interior of the **Warehouse**. Inside you'll find ten Miniature Singin' Bass Placards. They are spread all over the drafty interior. The first one is located near the left side of the red Generator on the shelf on which the Generator is sitting. Number two is located in a little cubbyhole between two large boxes sitting on the floor just after the first ooze puddle across the corridor from the shelves with barrels on them. The third is located just past the second one: follow the path past the boxes and make a right; jump up onto the pallet and in front of you, you should see a Rat Trap; jump around the Rat Trap to collect the Placard in the corner. Number four is on the ooze puddle side of the second white box with "This Way Up" printed on it. Numbers five, six, and seven are located on the shelves above the second ooze puddle. Now you're done in this room, so slide down the pipe and jump into the drain to progress to the second part of the **Warehouse**. On the other side of the Warehouse, the eighth Singin' Bass is on top of the box in the corner past the third ooze puddle. Numbers nine and ten are under the delivery truck at the very end of the **Warehouse**. These last two are easy to get, just watch out for the Rat Traps! Exit via the Shrunken Head Pipe and you'll come out in a niche blocked off from the street by a chain link fence. Hop the fence and turn the mission in to the Lazy Cat Burglar to receive $125.

Freak Farms

After watching the replay of the Vinni Rossini murder in the Morgue, you have to report back to Fred's Office in Old Hope Falls to watch the newsreel footage of the crime scene investigation and so that Benny can tell you about Fred's house, which the detective is surprised to discover is a Farmhouse in the aptly-named Freak Farms. Go to the second section of Downtown and exit the area towards the silo. This street exit is now unblocked and will take you into the Freak Farms.

The first farm you come to is **Harper's Farm**. Harper is having some trouble with Scarecrows over-running his fields. Conveniently, the Scarecrow Head is next on your list. Kill, preferably by headhunting, the first two Scarecrows in front of his house and barn and Harper will walk around the front of his house to give you a mission. Go and talk to him wearing the Dummy Head. Fred has such a friendly face that Farmer Harper confides that he needs the key from his Nephew to unlock the gate so that you can get into his field and scare up some more Scarecrow Heads. After beheading the Scarecrow that is terrorizing Harper's Nephew and his tractor, report to Harper's gate to get another mission from the farmer.

He asks Fred's help to get rid of five Scarecrows in his field. The first two are easily found; they spawn along the path to the maize maze. If you have headhunted each Scarecrow up to this point, you should now have the five Heads needed to acquire your very own Scarecrow Head. The path into the field will split. The next Scarecrow is found by making a right at the split, then a left, then another left and head straight. The Scarecrow should spawn in the clearing in front of you. Number four is also easy enough to find. From that clearing where you dispatched the third one, head up towards the billboard and then hang a left. The Scarecrow spawns in the clearing in front of you. For the last one, starting from the location of the fourth one you killed, backtrack all the way to the edge of the corn maze. Aim for the tall dead tree; it will help steer you. Once at the edge, make a left then another quick left. There should be a clearing with a Scarecrow in it in front of you. Now, the easiest way out is to make your way to the corner of the corn maze near the billboard. Then make a right. Follow the path all the way down until you hit the edge of the corn. Make a right then a quick left and you should be on the path where the first two Scarecrows were waiting for you. Follow the path out and talk to Harper again for your reward. (If these instructions aren't helpful to you, just run around the maze until you encounter and kill five Scarecrows. They will primarily appear in the clearings. Then, aim towards the tall billboard when you are ready to exit the maze.)

Now go get that Scarecrow Head in the **Head Shop** right across from Harper's farmhouse! Once you have it, run over to where Harper is waiting by the door to the **Underground Tunnels**. Inside the Tunnels lives a monster made of Darkness, and it doesn't like uninvited guests. It helps if you equip the Scarecrow Head before you go in, and then, once you're in, run over to the torch and set yourself alight as quickly as possible. This is the only way to keep the Darkness monster at bay. As you run through the tunnel, pause long enough to relight yourself on fire at each torch and watch the ground. There's a rather large hole waiting to swallow you up if you're not careful. Jump over the hole and some other obstacles and, most importantly, keep yourself lit as you hustle to the exit at the other end.

The farm on the other side of the tunnel belongs to the ironically-named Hatefields. You've stepped into a particularly bad day on the old **Hatefield Farm**. Their feud with the McCraws, who live one field over, is in full swing—and not just because of their trebuchets. The Hatefields expect you to help them with their feud and Fred's only option is to comply. On your way to the **McCraw Farm**, be careful of the land mines placed in a row across the **Midfields**, the constantly bombarded no man's land linking up the rival farms. There are two ways to get around these. The most time consuming, but safest way, is to use the Scarecrow Head's *Attack Crows* (press the O button) to shoot the mines and destroy them from a safe distance. The more dangerous, but quicker, method is to make your way along the right side of the **Midfields** and let the one mine on that side of the area explode in your face. You'll take damage but not a great deal of it. The other problem with this route is that it puts you just steps away from a trigger-happy Freak Farmer, and his shots *will* do a lot of damage.

At the **McCraw Farm** the first thing you need to do is to get into the **Rooster Coop** by way of the Shrunken Head entrance. Inside the **Rooster Coop**, on a shelf very high off the ground, sits a Mutant Rooster Egg. To get that egg and complete your first objective, make your way through the Coop until you see a wire attached to the low shelf on the right side of the coop. Perform a *Rolling Uppercut* to jump up to the shelf where the wire is attached. Run along the wire until you get to the shelf, grab the egg and exit the Coop. The next objective is to take out the four bundles of corn stalks situated around the farmyard. The bundles look like a bunch of free-standing, dried corn stalks that have been tied together. Equip the Scarecrow Head and stand in the fire burning to one side of the farmhouse. Now you are ready to let loose some flaming crows. If you go into first person view by pressing the Up directional button, it is easier to direct your shots. The first bundle is near the entrance to **McCraw's Farm** beside the barn. The next one is next to the fence near the door to the **McCraw's Barn**. The third one is on the right side of the **Rooster Coop** near the pickup truck. The last one is to the left of the Freak Farmer spawn point, just to the left of the previously pillaged **Rooster Coop**. The last thing you have to do to appease the Hatefields is to break into the **McCraw's Barn** and kill their prize Mutant Rooster. There's a Freak Farmer in and three angry Mutant Roosters waiting for you inside. You can take everyone out with a *Murder of Crows* Rage Attack from the trusty Scarecrow Head (hold the R button and press the O button).

The McCraws are waiting outside the barn for you and they aren't too happy about what you've done to their farm at the behest of the hated Hatefields. In exchange for not killing you themselves, they'd like you to go back to the Hatefields and enact a little revenge. Make your way back through the **Midfields** (mind the mines!) to the **Hatefield's Farm**. First, you have to get inside the barn to collect some world famous Hatefield Moonshine. Unfortunately, the door to the barn is locked until the lights get turned on. There's a Generator on the backside of the **Hatefield's Barn** that just needs a Corpse Head full of gas to get it up and running. Equip the Corpse Head and progress to the Gas Can lying innocently to the right of the Hatefield's house. Fill the Corpse Head up with gasoline, while keeping an eye out for Freak Farmers and Mad Cows, and then run back over to the Generator and fill it up. As a result, the lights turn on and the door unlocks. Go inside the barn and skirt by the Freak Farmer and Mutant Rooster to reach the back of the barn. There you'll find, between two bales of hay, a lowly little jug of Moonshine sitting on the floor. Interact with it to pick up the Moonshine and make your way back outside. Your next objective is to destroy the **Hatefield's Still**. Since the Still is full of pure alcohol, catching it on fire will make it explode, destroying it and the Hatefield's dreams of cornering the Hope Falls' rotgut market. With the Scarecrow Head equipped, head on back behind the Hatefield's house to the garbage fire burning there. Light yourself on fire by standing in the flames. Now shoot a flaming crow at the Still and wait for the explosion. (The Still is to the left of the barn door. It looks like a tall silver tank with some copper tubing running out of it into a jug on a table.) After helping the feuding farmers destroy each other's livelihoods, they send you on a little trip to your own farm, courtesy of their own invention, the Pumpkin Chunker—essentially a trebuchet designed to fling flaming pumpkins at one another.

Fred's Farm has a myriad of activities, but first you need to finish the *Collect the Evidence* mission. Enter **Fred's House** to watch a cutscene and discover the probably location of the missing tape. Once you have that squared away, you can go fishing at the **No Fishing Hole** or you can raise a Mutant Rooster of your own in one of the pens in **Fred's Barn**. The mission *He Bought the Farm* can be completed here if you activated it from the corpse in the Morgue. There's a dead farmer in the adjacent **Graveyard** who nets you a Mutant Rooster Egg. A second Mutant Rooster Egg can be found in the **Rooster Coop** behind your house. The coop also happens to contain Krusty Krullers, the Wanted Item for the Police Chief for which he pays you $350. A Tiki

Totem behind the house drops you out behind the **Farmer's Market** in **Tin Town**. There Fred can catch Worms and a wanted criminal named Lenny—if he has the mission *Lenny* active from the Wanted Board in the Police Station, of course. Indicating that Fred may have started a few feuds of his own is the Pumpkin Chunker sitting in his front yard. Interacting with it flings you back to the **Midfields**. The path starting next to the Pumpkin Chunker leads to the purported **UFO Landing Site**, otherwise known as the scene of Vinni Rossini's murder. Here you can find one of the Glass Keys for Sam Spade's *Glass Keys* mission. Last, but not least, back inside **Fred's House** is a Manhole that can be taken to Downtown, right outside Montezuma's Casino which is your next stop on Fred's mission to implicate Pitt in Vinni Rossini's murder.

Montezuma's Casino

Unfortunately, there's no time to gamble inside Montezuma's Casino, because you are constantly chased by enemies. Sam Spade calls Fred as soon as he sets foot in the **Lobby** and asks you to collect five Stone Idol Heads. Conveniently, at the far end of the Lobby, a large set of doors constantly spawns Stone Idols until you remove five of their heads. Once you're done, take the heads over to the **Head Shop**, just of the **Lobby**, and collect your very own big rock noggin. Back in the **Lobby**, now head over to the big circular door. Use the Stone Idol Head's *Ram Attack* on the button in the middle of the door and it will slide open, transporting Fred to the **Grand Entry Room**.

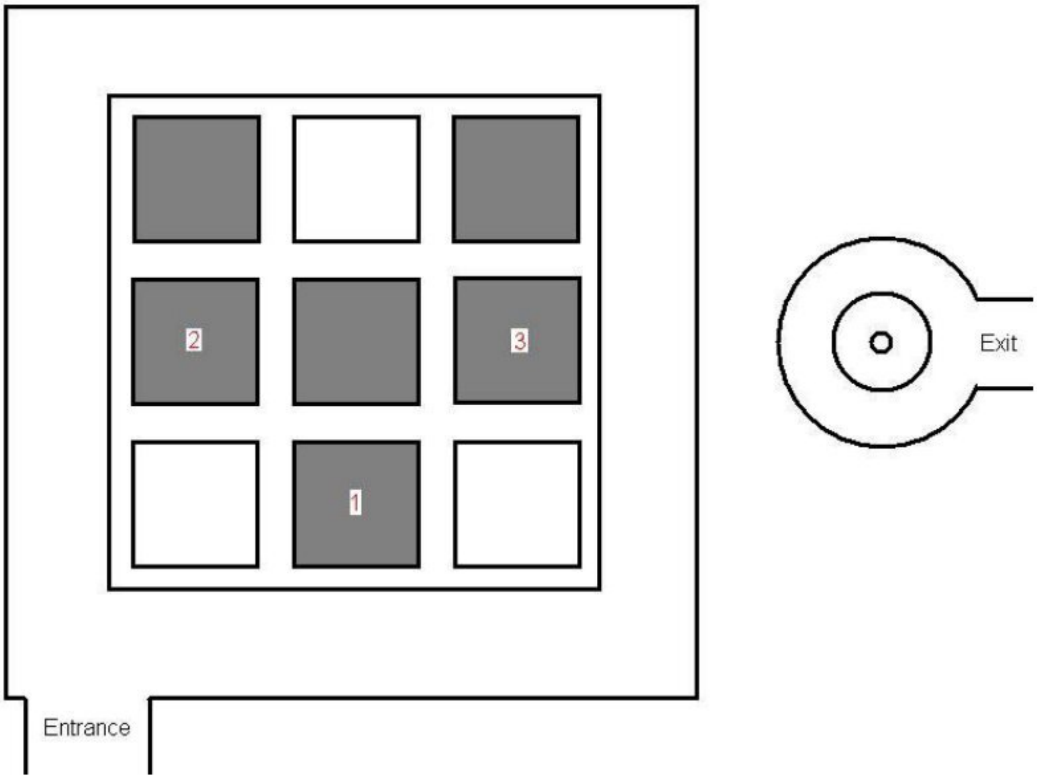
The **Grand Entry Room** is your first introduction to the Gladiators that are sprinkled liberally throughout the rest of the Casino. These guys are tough, and once they start to attack, they don't let up. The best way to take care of them is to use the Stone Idol Head's *Ram Attack* to break their shield. Then quickly switch to the Tiki Head and place a *Tiki Decoy* by pressing the O button. Run away from them as they attack the floating head and then go into First Person View while still equipped with the Tiki Head and shoot darts at them. Regular darts work well, but the upgraded darts work the best. Keep shooting darts into them until they topple over. If you kill one and accidentally fall off the path into the water, the enemies you've killed will respawn automatically—so stay dry! Make your way around the corner and down the bridge until you get to the door that leads to the **Slot Room**.

In the **Slot Room**, there are four Gladiators. You can fight these guys and collect the items they drop or run by them to the bottom of the stairs and go out the door into the **Water Gate Control Room**.

The Water Gate Control is at the end of the bridge, but first you have to get by the four Gladiators positioned along the platforms before the switch to open the Water Gates. You can run by these Gladiators if you want, but you probably shouldn't, because when you reach the platform where the switch is, they will have all followed you there. At the switch use the Stone Idol Head's *Ground Pound* attack on the button in the middle of the circular switch and then jump off of the platform into the water below. To the right of the platform of which you just jumped off, there are four breakable boxes. Continue running along the room towards the ladder. Go past the ladder and turn the corner to the left. Just before the transition to the **Grand Entry Room**, there are three breakable boxes.

Keep going forward and you're back in the **Grand Entry Room**, only underwater. In here you need to make your way towards the staircase that leads up out of the water. To the left of the staircase is a corridor that ends in a tunnel that leads to the **Hall of the Darklight**. This is your next destination.

You start out underwater in the **Hall of the Darklight**. Progress forward and veer to the right to access the stairs that lead out of the water. Once you get out of the water, you are faced with four Witch Doctors placed along the path that spirals up along the wall. Follow this path, making sure to jump over the gaps, into the next room that holds the first Darklight puzzle. This puzzle is easy to solve once you get the hang of it. You need to turn all the dark squares in the tic-tac-toe-looking puzzle to light squares by hitting certain ones with the Stone Idol Head's *Ground Pound*. Each time you pound one of the squares, it and its four adjacent buddies will flip. Provided below is a diagram with the order in which you need to pound the squares in order to solve the puzzle:



As soon as you *Ground Pound* a square, you need to immediately run off of it to safety; it will flip over, trying to throw you off into the water and your death below. Wait for the squares to stop flipping and then move onto the next one. Once the Darklight Puzzle is solved, a rotating bridge will pivot so that links to where you are. Move along the bridge and into the center of it where there is another Ground Pound switch. Pound the button in the middle of the switch and wait for the rotating bridge to rotate to the other side. Now you can reach the hallway. Follow the hallway along until you get to the room with the door that leads to the **Hall of Trials**.

As soon as you enter the **Hall of Trials**, just past the altar a Mystic Fire Wall pops up, blocking forward progression. Along with the Mystic Fire Wall, a Witch Doctor and a Stone Idol appear suddenly. Take out the Witch Doctor first by using the Bone Head's focused Rage Attack and then beheading him. You can't attack the Stone Idol Head until the Witch Doctor is dead, because rocky golem is protected by a magic shield cast by the Witch Doctor. Once both these enemies are defeated, the Mystic Fire Wall retracts, clearing the way to the door to the **Temple of Trials**.

Inside the **Temple of Trials** at the bottom of the room, you encounter a Stone Idol and a Gladiator. Notice the purple magic shield around the Stone Idol. This means that you need to kill all the enemies in the area before you can begin to attack this Stone Idol. The first enemy you should kill is the Gladiator that charges at you from the left side of the area. Use a *Tiki Decoy* and then run away from the distracted Gladiator and Stone Idol. Unload some darts into the Gladiator's back to take him out, and then make your way to the Ground Pound switch on the left side of the room. Equip the Stone Idol Head and *Ground Pound* the button in the center of the switch. While the switch is spinning, equip the Jar Head quickly and run towards the stairs leading up to the next set of enemies. Don't dawdle—those stairs will turn back into a slick ramp once a bit of time elapses.

On the middle landing in the **Temple of Trials**, you encounter two Witch Doctors. Equip the Tiki Head again and drop a decoy. Run away from the Witch Doctors and shoot them with darts, preferably upgraded with the *Bad Medicine* improvement. Once you've taken both these guys out, switch back to the Jar Head and slide down the ramp back to where you left the Stone Idol attacking the Decoy. One or two Jar Head *Shocker* Rage Attacks should finish off the Stone Idol waiting down there. Now that the room is cleared, switch to the Stone Idol Head and Ground Pound that button in the middle of the switch again. Switch to the Jar Head to take advantage of its nice movement speed and this time run up both sets of stairs to reach the Ground Pound Elevator at the top of the room. Switch to the Stone Idol Head and *Ground Pound* that button in the middle of the switch and ride the elevator down to the **Temple of Sacrifice**.

The **Temple of Sacrifice** is not as scary as its name implies. There's really not much to do here, but this is an important room. This is as far as you can get into the Casino without wearing the High Roller suit, so the first thing you need to do is put on that suit if you aren't wearing it already. To get changed the fastest way possible, run out the side door to the left of the large staircase which will take you back to the **Lobby** and then take the Manhole that's just outside in Downtown back to Fred's Office to change into the High Roller Suit. If you haven't bought the High Roller Suit yet, take $540 and go buy it from Elle Cosmo in the No Frills Boutique on Emporium Drive in Uptown. You can change in the Boutique using the Wardrobe. Make it a point to use the side door even if you are wearing the suit. This is an important shortcut for later on if you want to be a Featherdome Champion or if you want to go fishing—so just go through it and come back to unlock it for good.

With that side door unlocked and the High Roller Suit on, make your way back into the main area of the **Temple of Sacrifice**. You'll notice a large moat going around the outside edge of the **Temple of Sacrifice**. In this moat are four Pearls, free for the taking. There are two ways to get into the moat. The first and easiest is to just jump into it from the main **Temple of Sacrifice** room. The second is also easy; it just takes some running. Remember that tunnel leading to the **Temple of Sacrifice** that the Ground Pound Elevator dropped you off in? At the end of that tunnel on the right is another tunnel leading down into the moat. Run down the tunnel till you get to the ladder and take the ladder into the water.

In the main room of the **Temple of Sacrifice**, there are two Gladiators on the bottom floor, and at the top of the stairs are two Stone Idols. You can either run by all of these enemies or fight them and collect their dropped items. Either way you need to get to the top of the stairs in the center of the room and press the button to call the Executive Elevator. The button is on the right side of the door and has a slight glow about it. If you haven't killed the Stone Idols and don't want to, jump onto the Sacrificial Altar and wait for the door to open. Once the door opens, Peterson, the elevator operator, will conduct you to the **Executive Lounge**.

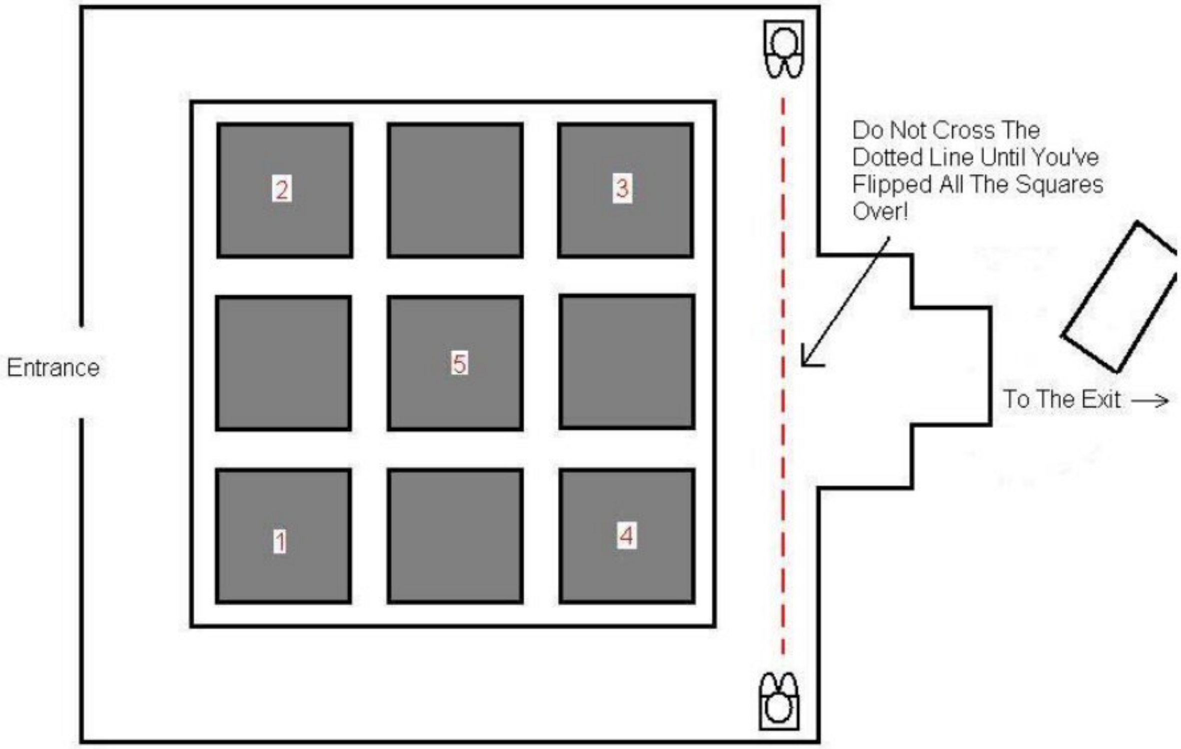
As soon as you load into the **Executive Lounge**, be on your guard! A Gladiator Captain is waiting directly in front of the elevator egress, blocking your path. The best way to get around him is to lay down a *Tiki Decoy*. Then switch to the Stone Idol Head and *Ram Attack* the button in the middle of the door. If you don't kill the Gladiator Captain, don't worry, he is too big to follow you through the door, but he will still be waiting there if you decide to take the Executive Elevator back down, so it's a good idea to go ahead and take him out now.

In the **Executive Lounge** proper, you can talk to the Bartender and get mixed drinks from him or sell him stuff or buy juices from him. On the left side of the room is door to the **Featherdome**. This is the last and most prestigious of all the Featherdomes and is where One Feather awaits your challenge—if you've conquered the other three Featherdomes in the game. After you've defeated One Feather, you are crowned World Champion of the Featherdome and you receive a Gold Worm. On the right side of the posh lounge is the Tiki Totem that takes you to the **Casino Fishing Hole**. Here you can get Benny Salazar's Little Black Book and go fishing for the elusive Giant Mekong Catfish, the only fish in the game that needs a Purple Worm as bait. The door in the middle of the back wall takes you to the **Chasm Room**.

The **Chasm Room** is filled with floating platforms that disappear if you stand on them long enough. Channel your inner kangaroo and jump quickly from platform to platform to make it to the other side of the chasm. Two Witch Doctors appear on the two solid platforms in the middle of the room. Take these guys out with *Tiki Darts* or the Bone Head's *Dead Head Shred* Rage Attack. After making it safely across the chasm, you come to a room with a corpse on an altar spewing a geyser of blood. Equip your elastic Corpse Head and fill up with blood, because you'll need it for the next hallway. This hallway is bordered by two rows of Slot Machines shooting poison darts. Spray the blood from the Corpse Head to short circuit the Slot Machines and stop their darts. Make your way down into the water and switch to the Stone Idol Head. Run down the tunnel and all the way to the end of the underwater room and then make a left. Head for the stairs and go up them to reach the **Altar of Elevation**.

The **Altar of Elevation** holds two Stone Idols and a Gladiator Captain. After defeating the enemies, make your way across the wooden bridge on the left side of the room to the Ground Pound Switch. Use the Stone Idol Head's *Ground Pound* on the button in the center of the switch and watch the disco lights announce the appearance of the Elevator Chair. Run over to the Elevator Chair and ride it granny-style up to the top of the **Altar of Elevation**. On your way up to the top, you might notice some metal breakable boxes situated along the levels of the altar. If you want the items inside—they're all premium items and juices—use the Stone Idol Head to break them. The only way to get to them is to drop down onto the level they're on from above, so you'll have to ride the Elevator Chair up to the top a couple of times to get all the boxes. At the top of the long ramp is another Ground Pound Elevator. Use the Stone Idol Head's *Ground Pound* on the button in the center of the switch to ride the elevator down to the **Collapsed Temple Room**.

In the **Collapsed Temple Room**, you find another Darklight Puzzle. All the squares are dark in this one and you'll need to turn all of them over to make them light. Provided below is a diagram with the order in which you need to *Ground Pound* the squares to solve the puzzle:


2
3
5
1
4
Entrance
Do Not Cross The Dotted Line Until You've Flipped All The Squares Over!
To The Exit →

Once you enter the **Collapsed Temple Room**, walking forward will trigger a cutscene showing why you shouldn't cross the dotted red line until after you've flipped all the squares to their light sides. Hit all the corner squares and then the middle and you'll be able to get past the laser shooting statues. Past the statues, the room is filled with water. Make sure to land all of your jumps on the collapsed pillars or you'll have to backtrack to the ladder near the Darklight puzzle and start all over again. On the other side of the room at the top of the stairs is a door that leads you to the **Vault Antechamber**.

There are three puzzles you need to solve to get through the **Vault Antechamber**. The first is simple. Just run off the edge of the platform in front of you with the Stone Idol Head equipped, and you should land on a rotating platform. Interact with the handle in the middle of the platform and use the power of the Stone Idol to raise it up. If you accidentally fall of into the water, don't worry: the platform will lower back down to you automatically. After raising the platform to its maximum height, jump onto the wall in front of you. There are three Gladiators waiting for you here: two normal ones and a Captain. This is the start of puzzle number two. Use the *Tiki Decoy* to draw attention away from you, and then switch to the Stone Idol Head and *Ram Attack* the Gladiators to break their shields. Keep them busy with the decoy and take out one at a time until they are all dead. After all three have been defeated, a bridge raises up out of the water. Cross the bridge to start puzzle number three.

The third puzzle in the **Vault Antechamber** begins with three enemies spawning along with two Mystic Fire Walls to block you in. Two Stone Idols protected by magic shields will rise up out of the ground on an elevator and a Witch Doctor will spawn in on top of the altar. Use the *Tiki Decoy* to take the heat off of you, and go for the Witch Doctor first. Once the Witch Doctor is dead, the magic shields evaporate and the Stone Idols are now vulnerable. Go after these two guys with everything you've got, because if you aren’t fast enough another Witch Doctor will spawn in, reactivating the Stone Idol's shields. After killing both Stone Idols and any Witch Doctor helpers, the Mystic Fire Walls will deactivate letting you continue on your path. Make your way to the right side of the room where a Ground Pound Elevator awaits. Use the Stone Idol Head's *Ground Pound* on the button in the center of the elevator to ride it down to **Montezuma’s Arena**, the location of the Aztec Eddie Boss Fight.

Aztec Eddie is pretty easy to conquer once you learn the pattern of his Golem's attacks. First up is the Ice Golem. This magical, mechanical menace will start out with an Ice Stomp attack that freezes your feet to the floor if you don’t jump over the shockwave. If your feet get frozen, wiggle the Analog stick back and forth to free yourself. After he performs his Ice Stomp, he moves towards the outer wall swiping the air with his huge hands. Just stay on the move to avoid these swipes as he moves in a straight line towards the outer wall. Along the outer wall, there is a cart with Gas Tanks on it. After the Ice Golem is done swiping towards the outside wall, he moves back into the center of the room and lowers his head, getting ready for his next attack. With the Corpse Head full of gas, position yourself in front of one of the torches burning on the walls. Spray the gas from the Corpse Head into the open flame to create a Flamethrower. Now, when the Ice Golem lowers his head, you need to run over and shoot flames into his eyes. If you miss with the Flamethrower, the Ice Golem will perform his second attack. The attack consists of blowing a super-cooled gust of air at you, freezing you in a block of ice. If you get frozen, wiggle the Analog stick back and forth to escape the ice. After he's done blowing the super-cooled air at you, he'll then start swiping the air out towards the edges of the arena. If you are successful at taking out one of his eyes with the Flamethrower, the Golem stands up and starts taking swipes towards the outer walls again. Dodge these and then wait for him to move back into the center. Now his pattern will start over. To finish this phase, you must successfully shoot the flames into his eyes twice when he lowers his head.

Emerging from the rubble of the Ice Golem, Aztec Eddie runs out of the room and jumps into his second Golem. This Golem is called the Death Golem for a couple of reasons. First, he can shoot poison that saps your health quickly. Secondly, he can punch the ground hard enough to make parts of the roof cave in on top of your head.

The first part of the fight with the Death Golem consists of destroying the Aztec gargoyles that have sand pouring out of their mouths. The first two are easy to get to. Just equip the Stone Idol Head and run along the outside walls until you get to one that is low enough for you to *Ram Attack*. Once you have taken out the two Gargoyles that are low to the ground, then, being careful to avoid the puddles of purple poison, run towards the Death Golem. When you get close enough he tries to punch you into the ground, but the rumbling causes the other two Gargoyles to drop down. Once you destroy these next two Gargoyles, the sand covering the floor drains away, and the first part of the Death Golem fight is over.

Now the Poison Puddles have nowhere to collect, letting you concentrate on other things than where Fred is stepping. The next move the Death Golem makes is to try to cave the roof in on your head. Each time he punches the floor part of the roof will fall down. Switch to the Jar Head for the necessary speed to avoid these perilous pieces of plaster and run circles around the Golem, but make sure to keep an eye on him as you dodge the falling hazards. When he becomes vulnerable, he will start to glow. This occurs when he starts spinning around and spitting poison. Avoid the poison and run up to one of his legs to punch it. If you punch his legs enough, he kneels down, and Aztec Eddie pops out of his chest. Run up to Aztec Eddie and start punching him. Once you beaten him up enough to knock him back into the Death Golem's chest, the Golem stands back up and punches the ground again to drop pieces of ceiling on you, starting his pattern over. Wait until the Golem is vulnerable and then repeat the steps enumerated above, ending with pummeling Aztec Eddie. Do this a total of three times and you'll have defeated the Death Golem and Aztec Eddie.

Tin Town

After defeating Aztec Eddie, take the elevator in the back of the vault up to the Lobby of the Casino and exit to Downtown. Use the Manhole outside to go back to Fred's Office. In Fred's Office talk to Benny to receive a key to the locked door that leads to the **Old Mining Tunnels** in the Freak Farms. The mineshaft entrance is located in the back of the **Graveyard** by **Fred's Farmhouse**. Take the Manhole to **Fred's House** and make your way to the back of the cemetery. Inside the tunnels use the Stone Idol Head's *Ram Attack* on the rocks blocking the path in front of you. Then, quickly equip the Scarecrow Head and jump over the rubble towards the torch. Get yourself aflame as soon as possible, because the Darkness Monster is waiting for you in this tunnel, too. Keep yourself lit on fire by running into each torch and make your way through the tunnel.

About midway through is a point where the **Old Mining Tunnel** opens up into a large underground room. Use the rock formation in the middle of the room to get to the far platform. Once there, make your way up the Meat Trail wall on the left side of the tunnel by equipping the Bone Head. Jump off onto the first platform that you climb past and switch to the Scarecrow Head. Now you can light yourself on fire and jump down to continue on. Keep running, only stopping to light yourself on fire using the torches positioned throughout the tunnel, until you get to the door that leads to **Tin Town**. Later in the game, you should return to this tunnel to retrieve a Nuke Nugget. It is radiating innocuously from its position on the upper platform accessible via the aforementioned Meat Trail wall.

As soon as you enter **Tin Town**, a panicked farmer will come running full bore towards you. He's scared due to recent local events. Freak Farmers have set up Mutant Rooster Coops and Bone Thugs have invaded the **Chapel** and set it on fire. First, you have to deal with the Freak Farmer's Roosters. There's a fire burning directly across from the alley where you entered. Equip the Scarecrow Head and make your way to the fire. When you're ready, shoot flaming crows at the Rooster Coops. There is one located next to the fire, another between the Chapel and the Pool Hall, and a third beside the **Farmer's Market** near the edge of town. Return to the crazed Farmer and he'll give you $8 and your next mission. Now it's time to save the **Chape**l. Inside you need to defeat the Bone Thugs and put out the fire by filling up the Corpse Head with water from the broken pipe to the left of the entrance. After putting out the fire, return to the scared farmer for the Tin Town Chapel Key that opens the exit door of the **Chapel.**

Before you leave, you might want to spend some time in the Tin Town **Featherdome**. This is the first fighting establishment that you need to visit in order to begin your meteoric rise to Featherdome World Champion. There's also a **Head Shop** and a **Pool Hall** featuring **Dirty Pool** and **Lefty's Revenge Pinball**. If you talk to the Young Female Denizen walking around Tin Town she'll inform you of the Tin Town Pie Eating Contest. You can get two pie-related missions from her. In one of them, if you win the Pie Eating Contest she rewards you with $100 and the Pie Eating Champion Trophy. Completion of the other mission will net you $25, and all you have to do is make the other contestants in the Contest upchuck their pies.

When you are ready to leave, make your way to the back of the **Chapel** and out the back door. Follow the path through the **Trailer Park**, avoiding the Freak Farmers and Mutant Roosters, and you'll soon find yourself in the Boonies.

The Boonies

As soon as you enter the Boonies, Sam calls to give Fred the mission to collect five Mutant Heads. Fortunately for you, there's a Mutant spawner right in front of the start point of the Boonies. It looks like a hatch leading underground. This hatch randomly spawns up to five Mutants, so you should be able to collect a good portion of the Mutant Heads right here. The best way to stun these radioactive renegades is to equip the Bone Head and just start slicing them up with the Bone Head's claws. A regular □, X, X combo attack makes short work of these guys. Also, if you're far enough away from the Mutants, using Tiki Darts upgraded with *Bad Medicine* is also a good choice. When you're fighting your first Mutant, you'll notice that he often sprays radioactive vomit at you. Not only will this slow you down, but it will sap your strength. Blocking doesn't stop the *Acid Puke*, so just attack with ferocity until the Mutant is dead and then heal yourself with a Red Worm Juice.

After collecting as many of the Mutant Heads as you can from that first spawn point, two upside down row boats pop up from underwater. Hop on these to get to the large rock in the middle of the water. From this rock, jump to your right to the little jut of land. Be careful, not only here but throughout the Boonies, to not step into any of the poisonous water. Making any contact with it saps your strength quickly, so make sure to stock up on Red or White or Purple Juices for your trip through the Boonies. Run forward aiming for the purple poison cloud rising up out of the puddle in the middle of the path, but try to avoid its noxious toxins. Like the Mutant Puke and the Boonies water, it doesn't affect Fred for that long. But during the time it does affect him, it takes a moderate amount of health off of your Health Meter. In general, just avoid all the Poison clouds if you can.

Continuing forward, you'll meet your first Bugger. These flying pests come in three different varieties: Electric, Flame, and Radiated. The Flame and the Radiated Buggers are the easiest to deal with because they will often get themselves stuck in the ground trying to sting you. When you see a Radiated or Flame Bugger fly above your head, run in the opposite direction you were facing. This should trick the Bugger into stinging the ground, giving you an opportunity to run up and kill it with some well placed kicks by pressing the □ button. The Electric type of Bugger is a lot more vicious and harder to kill. The best strategy to deal with this flavor of Bugger is to equip a projectile-shooting head. The Bone Head is not really the best choice here, because its shotgun-like spray of teeth has too much spread and will mostly just miss the Bugger altogether. Try the Scarecrow Head's crows instead. They're fast, powerful, and you can aim them. Three single crows should take out any Bugger variety. If you don't want to deal with a multitude of Buggers, take out their nests. Their nests look like a pulsating, mutated wasp's nest. Seven single crow shots will take these nests out, clearing the area of future Buggers. The best strategy is to aim for these nests first, and then take out the remaining Buggers in the area.

After passing the poison cloud and the first Bugger area, Fred arrives at a wooden plank path. Follow this plank path to the right and onto the rock. In front of the rock, there are four metal pipes lying in the water. Jump onto these pipes and proceed forward to the next Mutant spawn hatch. If you didn't get all five heads from the first Mutant spawn hatch, you can gather the remaining ones here. After the spawn hatch, the path splits when you jump onto the next wooden plank path. To the left is where you need to go. Follow the path all the way to the left and you'll come to two fallen telephone poles and a metal pipe blocking the path. Don't worry about the path being blocked; the generator on the right side of the screen is what you need to destroy. Stand where the pipe and the telephone poles are touching, just behind the torch. Now go into first person view mode by pressing the Up directional button with the Scarecrow Head equipped and fire some crows at the three stacked barrels to the left of the generator. This triggers their explosion, taking the generator out with them.

Now return to where the wooden plank path split and make your way to the right. Stand at the end of the wooden plank path and with the Scarecrow Head equipped, fire off crows at the Bugger nests. There is one attached to the large rock on the left and one on a tree on the right side of the path. Take these nests out and any Buggers that have spawned from them. Now you have a clear path to the cave entrance, but it is blocked with rubble from the explosion. This is easily cleared using the Stone Idol Head's *Ram Attack*. Now you can go through the cave and make a right around the broken generator.

Jump onto the wooden plank path, and then onto the bus that is lying on its side. From there you can reach next wooden plank path. Follow it to the left, and time your jump at the end of it so you don't get hit by the poisonous gas cloud. Jump onto the wooden plank path past the poisonous cloud and follow the path to the little piece of land. The path should be straightforward to follow and clear of enemies in this area. Soon, Fred encounters two more Mutants waiting for him on a small plot of land. If you haven't gotten all five Mutant Heads yet, here's another chance to gather a few. From here, you are very close to the exit. Jump from this piece of land to the upside down rowboat in the water and from there to the wooden plank path on the left that leads to the **Halfway House**.

Inside the house, if you have the *Runnin' Shine* mission active from the Bathroom Attendant in the Bongo Club, you'll find the first of three Jugs of Moonshine on the table. Interact with it to acquire it. Next, exit the **Halfway House** and head right towards the metal pipes in the water. Past these is another Mutant spawn point. You should have all five heads by now so just run past these two Mutants and jump onto the wooden plank path to the left of the spawn hatch. The end of this path drops you into the toxic water so watch out and make sure you jump off the end to either the left or the right side of the little inlet. Further up the path to the right of the little inlet will be another Mutant spawn hatch. To the right of the hatch are some metal pipes in the water. Jump onto these pipes, then onto the old truck sunk into the water, and then onto the bus sunk into the water, carefully avoiding the poisonous gas cloud between the old truck and the bus. Jump from the bus onto the large rock in the water a little to the left of the bus. Run along the rock and onto the wooden plank path at the far side of it. At the end of the plank path there is another littler rock. Hop onto it, and then turn left and follow the land to the house that is partially sunken into the water. There is a Mutant spawn hatch to the right of the half sunken house so be careful to avoid the Mutants. Jump onto the roof of the sunken house, run forward and jump onto the large rock in the water. At this large rock the path splits again. To the left are a couple of Bugger nests and a couple of breakable boxes. If you are willing to deal with the Buggers, the boxes give out pretty good items. Plus, there's a Worm hole back there, too.

The path to the right lets you continue on your quest. Jump off the rock onto the wooden plank path and follow it to the end. At the end of the plank path turn left and jump onto the land. There will be another Mutant spawn hatch further up the land path on the right. Avoid the Mutants here and run onto the little wooden path to the left of the spawn hatch. Progress forward till you see a Mutant spawn hatch on the left side and the **Rotating House** on the right side of the path. The **Rotating House** won't rotate of its own free will, of course. You have to make it rotate. First, kill the Mutant the spawns from the hatch. Then, equip the Corpse Head and fill the Corpse Head with Weed Killer from the Spray Can to the left of the spawn hatch. Next, with a full head of weed killer, jump onto the dock attached to the house and spray the Weed Killer on the vines surrounding the boat. After the vines have retreated equip the Bone Head and run up onto the right side of the porch where the rope is attached to the roof post. Attack the rope by pressing the □ button and it should fall away from the post, de-anchoring the **Rotating House** from the land. Now you are finally ready to run over to the boat and interact with its engine. The house will rotate on its moorings and the boat will follow it around. From your new vantage point, jump onto the dock and run over to the Fan Boat. Interact with the lever on the boat and choose “Yes” in the menu screen that pops up. This Fan Boat takes you to **Boonies Town**, Fred’s next stop on his trip through the Boonies.

In **Boonies Town** there is a **Featherdome**, a **Pool Hall** and, just past the town, a **Head Shop**. The Boonies **Featherdome** is the third in line if you are trying to become the Featherdome Champion and will net you the Heavyweight Title if you beat the champion there. The **Pool Hall** contains **Dirty Pool**, a **Dead Head Fred Pinball** machine and a Bartender that can make you mixed drinks and sell you Worm Juices. He is also willing to buy any items that you're ready to offload.

Boonies Town is a little confusing if you're new to the area. The path makes a wide sweeping arc to the left. Once you're off the boat, run along the wooden plank path until you get to the plot of land with a poisonous gas cloud rising up from a puddle and a house with a wooden porch running along the side off to your left. Jump onto the porch of the house and progress to the wooden plank path at the right corner of the porch. Follow the plank path to the next house and run past it. Now, in front of you should be the **Featherdome**. Hang a left at the fowl establishment and follow the wooden plank path to the **Pool Hall**. Then, make a right and jump off the Pool Hall's porch to the rock with the Manhole in the center of it. Run past the Manhole and keep following the path until you come to a cave blocked off by rubble. Don't knock it down just yet because the cave is radioactive and you haven't acquired the Mutant Head yet. The area just outside the cave is where the Mutant Captain Bijou Bobby will appear when you acquire the *Bijou Bobby* mission from the Police Station's Wanted Board. Veer slightly right to bypass the cave and just ahead of you is the **Head Shop**.

Go inside and collect the Mutant Head from Sam Spade. Now you'll be immune to radiation when you have the Mutant Head equipped! If you're interested in what was in the cave, go back to it and use the Stone Idol Head's *Ram Attack* to break in. Then switch to the Mutant Head and go inside to collect your prize. If you're not interested in the cave, go outside the **Head Shop** and veer right. From the right side of the noggin boutique's porch, jump onto the wooden plank path and immediately switch to the Mutant Head. This area is radioactive and you need the Mutant Head's immunity to get past this area. There will be a Mutant spawn hatch directly in front of you and to the right of that will be some metal pipes leading down to a little rock with an overturned toxic waste barrel on it. Jump from this rock back onto land and run over to the dilapidated house. Attached to the left side of the house is an Air Conditioner that will only partially fill your Corpse Head. When your head stops filling with air, you must turn around and float above the over-turned truck to reach the house on its far side. To finish the puzzle, you still need to break the roof section that's blocking the door to the far house. Switch to the Stone Idol Head and *Ram Attack*) the fallen roof to gain access to the door. This door leads to the **Goo House**, aptly named for the toxic goo that covers the floor. Switching to the Mutant Head before you enter is helpful.

Inside the **Goo House**, there is a table directly in front of you and a Mutant on your left. If you have the *Runnin' Shine* mission active, the second jug of Moonshine will be on this table. Jump up onto the table and interact with the jug to collect it. Now you can either kill the Mutant in the room with you or run past him down the hallway. Using the Mutant Head against Mutant enemies usually leads to long and drawn out violence, so if you do fight him, you can make it go faster by unleashing some of the Mutant Head's Rage Attacks. Before you leave, make sure to grab the free Spicy Cat Roll Sushi hidden behind a chair.

On the back porch of the **Goo House**, turn left and jump onto the little rock in the water. Jump from it onto the wooden plank path and follow it to the metal pipes. Turn right at the metal pipes and follow them to the **Fan House** where you'll find two Mutant spawn hatches and a gameplay puzzle. Switch to the Stone Idol Head and *Ram Attack* the large fan on the side of the **Fan House**. This shuts it down and lets you run around without being blown back by the turbulent wind—if you don't have the Stone Idol Head equipped. As soon as you shut the fan down, two Mutants appear, one from either spawn hatch. These two will make your life difficult when trying to fill the Corpse Head up with gasoline, so it's best to just kill them before trying to continue solving the puzzle.

Once both enemies are dead, switch to the Corpse Head and fill it up with gas from the gas can on the right side of the house. Run inside the house, and if you have the *Myrtle, She Wrote...* mission active from Charlie Webb in Zombietown, the letter you need to recover is sitting on the desk. With the Corpse Head still full of gas progress through the Fan House and out the backside to the Fan Boat. Spray all the gas in your Corpse Head into the funnel on the boat and watch the fan on the back of it start up. Use the Corpse Head's innate ability to float on whirlwinds of air to float across the large expanse of water to the house with the crane on its front porch. On the **Crane House**'s porch interact with the crane to drop four boxes into the water, creating stepping stones to the large rock in the middle of the water. Jump onto these boxes, evading the Buggers spawning from the nests on your left, and then jump onto the large rock. From the far end of the rock, jump onto the over-turned truck and continue forward. Make sure to switch to the Mutant Head before you get to the neon green cloud rising from an overturned barrel. Make a right at the barrel and follow the metal pipes to the wooden plank path. At the end of the wooden plank path, a cutscene triggers showing you the location of **Stinky Chuck's City Dump** and **Dr. Grimes' House**.

Run through this toxic wasteland with the Mutant Head equipped, evading the Mutants, Buggers, puddles, and toxic clouds to reach **Dr. Grimes' House** at the far end. At the good doctor's house jump up and grab onto the lowest part of his porch. Pull yourself up and run up to his front door. The suspicious Dr. Grimes eventually agrees to help you and gives you the Dump Key needed to get into the **City Dump** to obtain Kasparov's Key—the key that will get you into the Pitt Nukular Plant. From Dr. Grimes' front porch veer to the right around the big tree to reach the Dump’s door. Inside the landfill to the right, on the other side of the overturned truck, is Sam Spade's Black Falcon Wanted Item. Now progress forward on the main path into the junkyard and you'll come to a large water filled pit. Use the junk floating in the water to jump across the liquid expanse. Make for the shore of dry-land to the left. Progress forward and you will see a Nuke Nugget and, to the right of the Nuke Nugget, Kasparov's Body. Interact with Kasparov's skeletal remains to obtain Kasparov's Key. Now if you have the Megaton McGill mission active from the Wanted Board in the Police Station, proceed back out into the water filled pit in the center of the Dump. Cross the water again, making for the dry nook on the other side where Megaton McGill will be waiting.

After getting Kasparov's Key from his body, return to **Dr. Grimes' House**. He obligingly unlocks the back door for you, granting you access to the Pitt Nukular Plant from his backyard. On your way through his house, stop by the kitchen table and collect the third and final jug of Moonshine for the *Runnin' Shine* mission. Outside Dr. Grimes' back door hop off the porch down onto another little wooden platform, then onto the rock in the water. Jump off the rock onto dry land and progress to the Pitt Nukular Plant's door.

The Pitt Nukular Plant

The first thing to make sure of when you enter the Pitt Nuke Plant is that you either already wearing the Hazmat suit, or you have at least have it purchased from Elle Cosmo in the No Frills Boutique for $1750.00. Once you enter the door to the Nuke Plant, progress to the **Security Desk**. The Guard here only lets you into the rest of the plant once you're dressed in the Hazmat suit. If you don't have it on, turn left at the **Security Desk** and progress to the **Waiting Room**. The door in the right wall of the **Waiting Room** leads to the **Changing Room**. If you don't already have the Hazmat suit on, you can go in here and change into it using the Wardrobe located inside. Once you talk to the Security Guard with the Hazmat suit on, he grants you access to the Pitt Nuke Plant by giving you a Passkey to the **Hallway**.

Continue on to the end of the **Hallway,** ignoring any rooms for now. An alarm will sound when you get close to the elevator door. Disregard it for now and run towards the button on the right side of the elevator door. When you interact with it, a message pops up stating that the door is locked and that you need another key to open it. After receiving this message, make your way back up the hallway and enter the **Cafeteria** through the doorway on the right wall on the right side of the green toxic puddle. Inside the lunch room Fred encounters three Pitt Nuke employees being attacked by three Mutant Roosters. Kill the three Roosters to obtain the Elevator Passkey from the grateful Denizens. Before leaving the Cafeteria, run over to the cash register and interact with it for a quick and easy $65.

Now that you've got the key and the cash, make your way back out into the **Hallway** and return to the locked Elevator. Just beyond the range of the alarm, switch to the Jar Head and activate Stealth Mode. Now approach the elevator button while the camera can't see you. Interacting with the button will knock Fred out of Stealth and activate the alarm, but at this point it's okay, because the elevator has already been called. Once the elevator doors open run inside.

Now you're in the **Locker Room / Bathroom** of Pitt Nuke. You need to get through the elevator at the end of the hallway, but of course you need another Pass Key. So, in the meantime, go into the **Locker Room / Bathroom**. Make a left past the sinks and then another left into the shower. Rescue the employee from the Mutant and he'll make you a deal that you can't refuse. Take out the next two Mutants in the Bathroom and the employee will reward you with another Elevator Pass Key. This Elevator takes you into the **Lab Hallway**, but before leaving, equip the Mutant Head and look for the Nuke Nugget in the last toilet stall.

The Pitt Nukular Labs are located on three separate floors. The first floor holds the **Worm Research Lab**. The second floor contains the **Mutant Rooster Labs**, and the third and last floor holds the **Rat Research Labs** and the entrance to the **Animal Lab**.

Let's start at the bottom since that's the floor you're on. After you've entered **Floor 1**, turn to the right and run around the center structure. Around the backside of the structure is the door to the **Worm Research Lab**. Enter it and, either choose to kill the Mutant still working at his desk across from the door that you just came in, or ignore him. Either way, progress through the door in the left wall where you are attacked by another Mutant. Go ahead and kill this one, because the next thing you need to do is break the centrifuge that is malfunctioning in the center of the room. You can punch it with any head to break it, and inside is a Purple Worm Juice. Collect the Juice and head for the door in the corner of the room. This takes you back outside into the **Lab Hallway** and let you access the Elevator to the **Floor 2**.

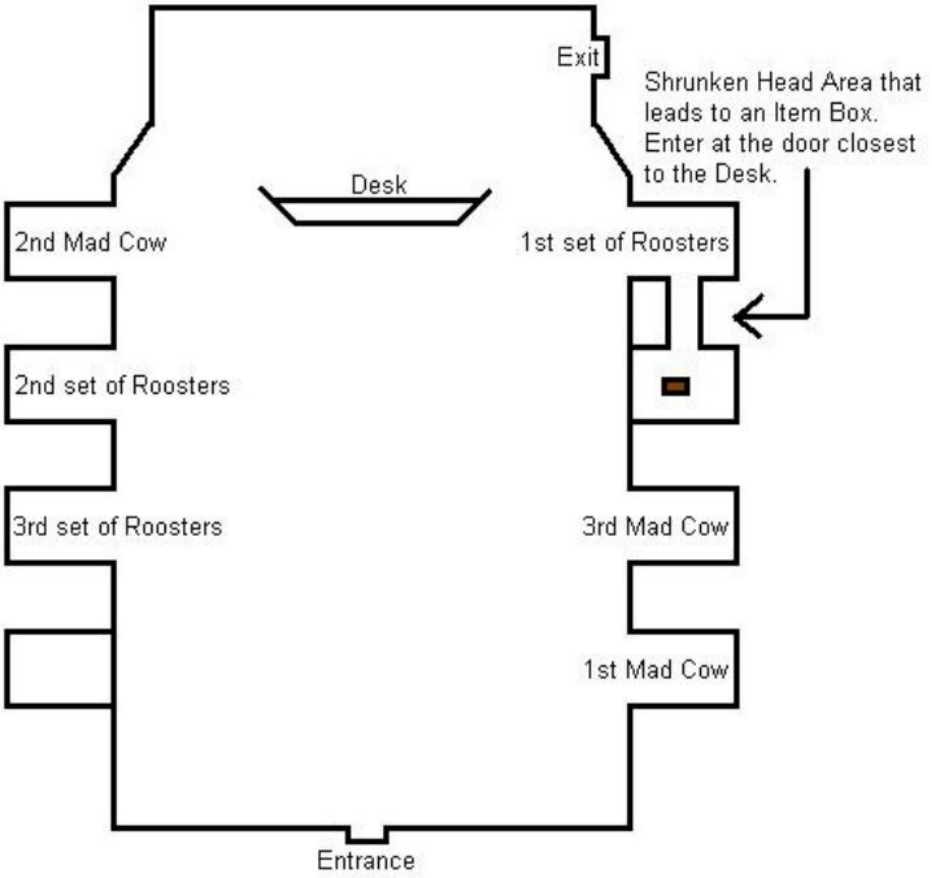
In the second floor **Lab Hallway**, run around to the other side to reach the other elevator. Take this Elevator to **Floor 3**. Don't worry too much about the Labs on **Floor 2**. The room labeled **201**

B Rooster Research Lab contains three Mutant Roosters that attack you as soon as you enter the room, and the room labeled **201 A Rooster Research Lab** contains a Rooster Egg, but it's locked until you rescue the Lab Worker from the cage he's locked in on the third floor.

Up on the third floor **Lab Hallway**, make your way to the room labeled **301 A Rat Research Lab**. (It's the first room you should come to if you progress forward after exiting the elevator.) Inside you must kill the Mutant that is holding a scientist hostage inside a locked cage. On the table behind him is the Magic Bullet, Marshall Lessworth's Wanted Item. Grab it, then go over to the locked cage and interact with it. The scientist inside will give you a sob story about how he's been locked in a cage all day, and the key is being held by a Mutant in the room labeled **301 B Rat Research Lab**. You need to traverse the Meat Trail wall on this floor to reach this room. Go inside and there is a Mutant Captain you have to defeat to get the Cage Key. While you're in there make sure to pick up the three Purple Juices in the item boxes scattered throughout the lab. Now return to the scientist and interact with the Cage to set him free. He rewards you with the Key to the **Animal Lab** which you need to progress through Pitt Nuke and the Key to his office on **Floor 2** where he keeps a Rooster Egg, which is now yours—if you want to go get it.

The Rooster Egg is in the **201 A Rooster Research Lab**, but you need to shut down the Nukular Plant, so let's continue on! From the room with the cage in it scuttle across both Meat Trail walls on the third floor and head toward the hallway with pipes in it spewing out green toxic slime. The door at the end of this hallway leads to the **Animal Lab**. Equip your Mutant Head and run over to the pipes. Go into first person view by pressing the Up directional button and aim at the holes in the pipes. With a hole squarely in your sights, press the O button to spray your sticky vomit over the hole and plug it up. When the alarm sounds, two Mutants will come out of the door around the corner. When you're done plugging up the holes, make your way back around the corner towards the Mutants and kill them. Don't set off the alarm again or more Mutants will come out. Once the Mutants are dead and the klaxons have stopped blaring, stealthily creep over to the button on the left side of the **Animal Lab** door and interact with it by pressing the Δ button. Now run to the door itself and interact with it.

Now you're in the **Animal Lab** and Lefty wants to chat. As soon as Lefty is done talking—and coughing from his stogies—he releases Mutant Roosters and Mad Cows. The Roosters attack in groups of three with a Mad Cow as a "kamikaze" support force. Provided below is a map of where these groups attack from and in what order:



The best defense against these attacks, especially when the Mad Cow comes out is to run behind the desk and use it as a shield. The Roosters are ferocious and will attack you without stopping. Just power through them and when all the animals are dead, Lefty opens the door for you.

Run out of the exit and down the hallway to the **Rec Room**. Here you can relax with a game of **Dirty Pool** or a round of **Lefty's Revenge Pinball**. There's also a Manhole in here, so if you ever want to revisit the mini-games here you easily can.

Make a left in the **Rec Room** and head through the door. In front of you is a hallway filled with green gas. Equip the Mutant Head and enter this hallway. Once you get halfway down the corridor, the doors shut and holes in the pipes on either side of the hallway open up spraying out Toxic Waste. Use the Mutant Head's *Acid Puke* to plug up all four holes so the doors open again. Proceed to the door at the end of the hall to enter the **Coolant Tank Room**.

Draining the Coolant Tank in the **Coolant Tank Room** is the second objective you must complete to *Shut Down the Pitt Nukular Plant*. A catwalk rings the room above you and the Coolant Tank itself is set into the floor. With the Mutant Head still equipped, proceed over to the far end of the room where the middle catwalk displays a bright green glow on the underside of it. (The glow is only visible to the Mutant Head.) Stand underneath the middle catwalk and go into first person view. The Mutant Head's *Acid Puke* is highly caustic, so when you spray it on the green glow underneath the catwalk, it corrodes the metal dropping the catwalk making a neat little ramp for you to walk up. Make your way up the ramp and avoid the Mutant at the top of the ramp. Run to the right and you'll see a lever sticking out of a box on the wall. Run over to the lever and switch to the Stone Idol Head. Interact with the lever, using the Stone Idol Head's immense strength to push it and as a result draining the Coolant Tank. Switch back to the Mutant Head and jump over the railing, dropping into the now empty Coolant Tank in the center of the room. If you angled your jump correctly, you should be at the bottom of the Coolant Tank. Turn right and proceed through the tunnel to the **Turbine Room**.

In the **Turbine Room**, switch to the Corpse Head and jump towards the center of the turbine closest to you. Once you're floating, the point you need to aim for is an open door near the far right corner of the room. Make sure to avoid the hooks moving back and forth on the tracks evenly spaced through the room. If you hit one of the winches or the hooks, you will either die immediately or get knocked down into the turbine blades and die there. So—avoid them at all costs. Don't worry about the Bone Thugs shooting teeth at you while you're floating through the room; you can get revenge when you land on the upper catwalk on the right side of the room. Once you get to the upper catwalk, run through the door and down the hall. There's an open door at the far end that leads to the **Engine Room**. In there Fred finds two Bone Thugs, a metal breakable box, and a door leading to the **Generator Room**. Make your way up the catwalk around the side of the **Engine Room** to the door and go through it.

In the **Generator Room**, there are two Bone Thugs hanging out on the catwalk in the center of the room. Take these guys out, quickly. It'll make the next objective of shutting down the Pitt Nuke Plant a lot easier. Notice the electrically charged wires running from the center of the room to the three terminals on the outside of the room? After you've defeated the Bone Thugs, you can use the Shrunken Head to run along them so that you can sever them at the terminals. Now you're ready to approach one of the sets of wires. When you see the Head Hint (if you don't have Head Hints turned on, press START and go into the Options menu to turn Head Hints On) for the Shrunken Head appear, press the Δ button to switch to the Shrunken Head. Wait for the electricity to stop running along the outside of the wire and hop on it. Now run as fast as you can to the transformer hanging in the center of the wires. Wait here for the electricity to turn off again and then jump back onto the wire making your way to the terminal up against the wall. Once you're on the same platform as the terminal press the Δ button to switch away from the Shrunken Head. Now put on your trusty Bone Head—if it isn't on already—and slice at the sparking wire on the terminal by pressing the □ button, severing the connection. Now the wire won't have electricity coursing through it and you can switch back to the Shrunken Head and run along it back to the center at your leisure. Do this two more times to the other two terminals and you'll have successfully completed the third objective needed to *Shut Down the Pitt Nuke Plant*. When you sever the third and final wire, a short cutscene shows the turbines slowing down. This is good news, but first you have to get back to the **Turbine Room**.

Proceed back into the **Engine Room** and make your way back down the catwalk and into the hallway. When you get around the corner of this hallway, the doors will slam shut, again, and three fires break out. Quickly switch to the Scarecrow Head, because it is immune to fire, and look around on the ceiling for three sprinklers. There is one at either end and one at the corner. They're easy to spot because water will be dripping out of them. When you've spotted them, go into first person view and get them in your sights. Now fire a crow at them to set them off and as a result put out all of the fires. (Any ranged damage can be used to turn on the sprinklers.) Once the fires are out the doors will open, and you are free to continue on to the **Turbine Room**.

Now it's time to take your revenge on those Bone Thugs that were shooting teeth at you while you were floating across the **Turbine Room**. First, kill the Bone Head on the left and most accessible catwalk, and then drop off the end of it to the catwalk below. This catwalk runs along the side of the second turbine in the room. Jump onto the slow moving turbine blades and ride them around till you are able to jump onto the catwalk in the center of the room. Run to the end of this catwalk and switch to the Bone Head to be able to climb up the Meat Trail wall. At the top jump off onto the catwalk that runs along the left side of the room. At the end of it you will find a door that leads to the **Control Room**.

Inside, follow the hallway and go up the stairs and into the main **Control Room**. As soon as you reach the top of the stairs two Bone Thugs run out of a door and try to stop you from shutting down the Plant. Kill these Bone Thugs without remorse and look around for two large square buttons on the floor. Switch to the Tiki Head and run over to one of them. When you step on one, it will start the shutdown sequence of the Nuke Plant. If you step off of it, the shutdown sequence will deactivate. With the Tiki Head equipped, step on one and place a Tiki Decoy over it by pressing the O button. Now with the Decoy depressing the first floor panel, run to the next one and step on it yourself. This will fully activate the shutdown sequence. After the terminal in the center of the room has risen up and slid into place in the hole in the guardrail, run over to it and interact with it by pressing the Δ button. You have now successfully shutdown the Nuke... Hey, wait a minute? What's that sound…?

After the cinematic, you are transported back to the empty Coolant Tank in the **Coolant Tank Room**. Switch to the Mutant Head quickly, because it's still radioactive in there. Now run down the hall in front of you, following the turns until you get to the door that leads to the **Reactor Core**. There will be Mutants spawning from their spawn hatches, but you can easily outrun these guys, so just head for the door at the end of the hallway—unless you're in a fighting mood. If you are, the best plan of action is to get as many together as you can and unleash the Mutant Head's area-of-effect Rage Attack *Telepathic Frenzy*. Once you're at the door to the **Reactor Core**, enter it and confront Lefty, Pitt's right-hand man.

In the first fight you have with Lefty, he may seem a bit like a pushover, but the fight can get really tough if you make even one mistake. The cinematic gives you a hint at what you need to do to defeat Lefty, so pay attention! (Or read this walkthrough…) That box with the radioactive sticker (highlighted in the cinematic) is what you need to use to get the drop on Lefty. (Pun intended.) There are four of these boxes around the room, one at each of the large bay doors. Lefty will run around the middle ring of the room and stop underneath each of the boxes. When he stops, that's when you need to use the Scarecrow Head to fire a crow at the box to drop it on top of Lefty's thick noggin, but don't get in his way while he is running around. If you do, he stops and swings that giant left arm of his at you and knocks you down, taking a good percentage of your health down with you. So—don't get in his way, but don't worry about his Tommy Gun either. As long as you block, the bullets don't harm you. If you miss any of the boxes or if you drop one too soon, there are exploding barrels around the perimeter. If you time the crow shot just right, you can hit him with the explosion from the barrel and it will do as much damage to him as the boxes dropping on his head. The best strategy for this fight is to stand in front of one of the boxes, wait for Lefty to run underneath it, and when he stops and gets ready to fire his gun, shoot a crow at the box. After dropping all four boxes on his head, Fred automatically switches to the Stone Idol Head in a cinematic and *Ram Attacks* Lefty into the center of the core.

When Fred turns to leave, he has to face a new challenge—one that he unwittingly created. Goonzilla is the mutated form of Lefty and he's even bigger and meaner than before—also, probably smellier—but above all else, he's ready to fight. Goonzilla immediately starts chasing Fred around the outside perimeter of the room, and if he catches you, he swats you so hard that you'll almost want to throw in the towel, but if you pay attention to the strategy, this fight can be pretty fun.

As soon as the fight begins the **Reactor Core Room** becomes radioactive. Switch to the Mutant Head as soon as possible and then head to the right. In the middle ring, where Lefty was running around before Fred turned him into Goonzilla, you'll see a terminal raise up from the floor with a red screen on it. Run over to the terminal and spray the Mutant Head's *Acid Puke* at it using the O button. Thankfully, you can use the Mutant Puke while running, because in this part of the fight stopping for any reason is a bad idea; Goonzilla might be big and dumb, but he's fast. Once you vomit on the terminal, the center of the room fills with coolant and two electrodes drop down from the ceiling.

What you need to do is to get Goonzilla under these electrodes to electrocute him. So jump down in the coolant and use yourself as bait. Goonzilla will follow you into the coolant, but he's too big to get under the electrodes without being electrocuted, so as soon as he's in the coolant run away from him and try to make it to dry land. When Goonzilla gets electrocuted, he's still standing in the leaked coolant. Elementary science teaches us that water conducts electricity very well, and if you're standing in the coolant, you'll also be electrocuted. Get up out of the coolant as quickly as possible using either a Goonzilla-smashed ramp or the opening in the guardrail directly behind the terminal and return to the outer walkway.

After Goonzilla gets electrocuted he'll smash the electrodes above his head and then jump up in the air and land hard trying to knock you off of your feet. Stand by and watch for when he jumps, because at that moment you need to jump as well. If you're in the air, the shockwave passes harmlessly under you and you aren't thrown to the ground. Then, after you and Goonzilla choreograph your synchronized jumps, head left to where the next red screened terminal has risen up. Repeat the above steps three more times for a total of four to defeat Goonzilla. Next it's on to Pitt Inc to confront the man with the plan to destroy Hope Falls—and your head—Ulysses S. Pitt.

Pitt Inc.

Alright, the final battle to “Bust Boss Pitt” has arrived! The first thing that needs to be done is to make your way to Downtown. You can use the Manhole out front of Dr. Grimes' house to get there quickly, since, after shutting down the Nukular Plant, you'll be set down in the back of Dr. Grimes' House. Once you're in Downtown, make your way to the entrance to the Pitt Inc. Parking Lot. It's the little guardhouse across the street from the Morgue. Enter the door and get ready to meet Goonzilla again, this time in the Pitt Inc **Parking Lot**.

If there's one thing you must keep in mind during this fight, it's that patience is a virtue. The first thing Goonzilla does when he sees you is to charge at you. Keep your cool and switch to the Stone Idol Head. Then turn left and *Ram Attack* the trailer with working spotlights on it. This lowers the spotlights, blinding Goonzilla. While he is blinded, switch to the Corpse Head and run towards the Air Compressor. It’s on a cart near the other set of spotlights. Use it to fill your Corpse Head with as much air as possible, and then float over to the top of the one of the two large trailers with the Brian's Toxic Waste Removal sign. After awhile Goonzilla gets frustrated by the blinding spotlights and smashes into them, knocking them out and letting him see again. Once he can see again, he comes straight for you; however, you're lucky enough to be standing on top of the trailer and out of harm's reach, so Goonzilla smashes into the side of the trailer that you're standing on, rocking it and trying to knock you off of it. When he gets about a step away from the trailer, jump off. He still smashes into the trailer, but you don’t get knocked to the ground. Instead, you land on your feet, ready to start running again. Pretty soon after you get back to ground level, the spotlights will reactivate by themselves, but in the meantime keep as far away from Goonzilla as you can. When they do come back online, shining brightly, make a beeline for them, because you need to repeat the steps enumerated above three more times, for a total of twice with each trailer. The second time Goonzilla smashes into each trailer, it will break open the side, letting tons of radioactive goo spill out, and each time that Goonzilla is blinded the time that he’s out of commission will decrease a bit, so make sure you hustle to get up on a trailer. The fight ends when Goonzilla has fully smashed both trailers; he'll collapse in a puddle of toxic waste, and you can enter the Pitt Inc building.

Inside the **Lobby**, make your way to the door behind the wall of surveillance monitors. This door takes you into the **Elevator Hall**. When you make it into the center of the lavishly-appointed room, metal gates slide down over the exits, trapping you inside the room. Then, four of the five elevator doors open, spilling out waves of enemies that want nothing more than to stop you here. To progress beyond this room, you must defeat every type of enemy you have encountered in the game. Did I mention, by the way, that they will be attacking in groups of four? Suffice it to say, this is a tough fight. The order of the fight is as follows: Zombies, Bone Thugs, Executioners, Witch Doctors, Scarecrows, Freak Farmers, Gladiators, Stone Idols, and finally, Mutants. One of the saving graces of this encounter is that the first enemy killed in each wave invariably drops a Red Worm Juice. Don’t worry about saving them; they are given to you specifically to help with this fight. The *Tiki Decoy* is also invaluable here. Throw one up at the start of each wave, and pick one to attack while the three others go to town on the *Tiki Decoy*. After all the enemies have been defeated—and it will take awhile—the elevator doors unlock and you can go down into the **Basement** to continue on your quest. If you want to fully complete this area, grab Doc Steiner's Wanted Item before you leave. It's upstairs on the left side of the hall, and so long as you're up there, you might as well head over to the **Head Shop** just down the short hallway and unlock the Manhole inside.

The **Basement** of Pitt Inc is filled with toxic waste, so don't remove the Mutant Head until you must. The elevator doors will open up to a room with three Mutants inside. You can completely avoid these enemies and run to the right and down the hall. Follow the hall until you get to the

Locker Room / Shower area where there are two Mutants protecting the Pitt Inc Generator Room Key. Run up in between these two and use the Mutant Head's *Telepathic Frenzy* Rage Attack by holding the R button and pressing the O button. Once they are dead, make your way over to the locker on the back wall nearest to the three overturned toxic waste barrels. Interact with it to receive the Pitt Inc Generator Room Pass Key. Hidden in a shower stall is a Tiki Totem. Once you have the Pass Key, use it to travel to the blocked off hallway you saw when you entered the **Basement**. Once you are back in normal space, quickly switch to the Mutant Head or you will die from radiation. Follow the hallway around its many twists and turns until you see two garage doors, one on either side of the hallway. The one on the right is the one you need to take because it leads to the Pitt Inc Generator Room. Take out the Mutant waiting inside and head for the four levers situated along the walls around the Generator. Run up to each lever and interact with it by pressing the Δ button. When all four levers are pulled, the Generator will start to turn over. With all the toxic waste flowing through and corroding the pipes, the Generator will start to spring some leaks. Use the Mutant Head's Acid Puke to plug up the holes. When all four cylinders of the Generator start pumping at maximum speed, the Elevator comes back online allowing you to take it up to **Pitt's Office.**

Your trip is cut short in a deadly way—Pitt has rigged the elevator to fall at the push of a button. Thankfully, Doc Steiner has apparently upgraded your undead body with the synaptic responses of a cheetah. You escape from the falling elevator with what God and Doc Steiner gave you, unscathed, only to end up on the outside of the building. From the start, you'll be switching heads, running, jumping, and flat out platforming all over the **Exterior of Pitt Inc**. Start by running forward and making a left. Then jump down onto the platform below and take out the Bone Thug. Across from you will be another Bone Thug. Jump across the gap and kill him as well for good measure. At the end of the platform he was on, jump up and grab the ledge to your left. Pull yourself up and run along the edge until you get past the gap below. Drop down to the ledge past the gap and switch to the Bone Head. Use the Meat Trail wall on your left to climb up to the next level.

On this platform, there is an Air Conditioner set into the wall. Switch to the Corpse Head and fill 'er up. Float around the Gargoyle and to the left and keep pressing forward until you land on the highest ledge in front of you. You'll see two scaffolds hanging from wires in front of you and a Meat Trail wall behind them. Switch to the Bone Head and jump from scaffold to scaffold and finally to the Meat Trail wall as quickly as you can, because soon as you land on a scaffold, the wires will give out dropping it and you into the abyss if you're not careful. When you've reached the Meat Trail wall, climb up to the top of it and run around the corner to the left. Here you'll meet another Bone Thug and another Meat Trail wall to the left. Kill the Bone Thug and get climbing. Once you've reached the top of the wall, turn right to see another platform diagonally across from the one you are currently on. Jump onto it and you'll find another air conditioner. Switch to the Corpse Head and fill it with air. Float up while holding forward on the Analog stick and you will reach a platform onto which Fred will automatically grab. Run forward to load into the second part of the **Pitt Inc Exterior**.

You start the second part of the **Pitt Inc Exterior** facing a gap. Run and jump over the gap and turn left at the corner. An Air Conditioner is sticking out of the wall and further up there's a Gargoyle with scaffolding underneath it. Fill your Corpse Head up with as much air as you can and float towards the Gargoyle. Once you've reached the platform in front of the Gargoyle, switch to the Bone Head and climb on up. At the top of the Meat Trail wall, there's a nook containing a wheel that when spun, lowers the scaffolding in front of the Gargoyle far enough down to let you jump onto it. In a cinematic, the Gargoyle is struck by lightning, weakening its structure. Jump down from the top of the Meat Trail wall to the platform below and then jump from there to the scaffolding. Quickly jump off the scaffolding onto the platform under the Gargoyle. With the Bone Head still equipped, enter first person view and shoot some teeth at the stony creature. This sends its head flying, knocking down a path of scaffolding for you to walk upon. Run along the scaffolding and keep jumping, climbing, and floating until you load into the third and final section of **Pitt Inc Exterior.**

You begin the third phase next to an Air Conditioner. Do some standard platforming until you arrive at the Shrunken Hole in the side of the building. Here, you'll want to switch to the Jar Head before you shrink, because you're going to need its speed when you switch back from the Shrunken Head. Enter the Shrunken Head area and run out onto the flagpole. Once you are near the end of the pole, rotate the camera by holding the R button and moving the Analog stick so that you can see the scaffolding hanging by wire. When you're ready, jump to the scaffolding closest to you and run! The Shrunken Head with automatically switch back to the Jar Head giving you the speed you need to make it to the platform with the statue on it. On the platform, switch to the Stone Idol Head and Ram Attack the statue, making it crumble. Once the pieces disappear, progress forward and around the corner to the left. Further up you'll see two Mutants hanging out on a hanging scaffold and a Bone Thug a bit past them. On the platform with you around the corner to the left is an Air Conditioner. Now, there are a couple ways of progressing through this bottle neck. You can switch to the Corpse Head, fill it with air, and float over the enemies and the gap. You could also run along the thin plank of wood, past the Mutants and over the gap to the other side, but if the Bone Thug's teeth hit you, you will fall. Another option is to kill the Mutants using a ranged attack and then jump onto the now clear scaffolding and run as quickly as you can across it to the other side. Either way, you need to make it to the other side of the gap and around the corner to confront Pitt.

As you attempt to rescue your damsel in distress Jeanne Rossini, Pitt hears you and offers to give you back your head in exchange for the incriminating videotape of Vinni Rossini's murder. Unfortunately for you and your head, Goonzilla appears and carries you off to the roof—invoking the image of a giant ape and a pretty blond lady. On the **Roof of Pitt Inc**, the final countdown begins. Goonzilla wants to kill you; Pitt wants Goonzilla to kill you—but you're *not* powerless to stop it. Before starting this fight, make sure you have a good amount—ten should be enough—of Red and Purple Worm Juices. You will need them.

The first stage of this fight consists of Goonzilla switching between slamming the roof with his claws and trying to blow you off the roof with his breath. The best strategy here is to switch to the Stone Idol Head and jump up onto the gray boxes that are close to the camera. This allows you to jump easily over the shockwave that radiates out from his paw when he slams it into the roof of the building. When he does this, his claws will get stuck, giving you enough time to run over and *Ram Attack* his hand. He then raises up his hand in pain and pulls it back towards him. After he does this, Goonzilla looks around the spire in the middle of the roof and then blow a powerful gust of wind across the top of the roof. Right about now, it's a good time to have the Stone Idol Head equipped, because otherwise you will be blown off the roof. (If you aren't wearing the Stone Idol Head, try to be in front of the up-thrusting back panels, because they will also keep you on the roof.) He'll then try to smash you under his left fist again. To move on to the next phase, you need to repeat the above steps two more times.

Finally, after *Ram Attacking* his stuck paw three times, he'll reel back and smash his overgrown left arm into the spire, opening a panel containing three red lights. This begins the next phase of the fight. In this phase, two Bone Thugs appear out of the woodwork and start attacking Fred. There appearance is actually fortuitous however, because in this phase of the fight, you need Rage Points to use the Jar Head's Focused Rage Attack *The Shocker* on the three red lights in the open panel on the spire. When you attack the lights, an electric shock will travel up the guide wires to the "Pitt Inc" sign, shocking Goonzilla and throwing you back on your butt. While you are attacking all three lights, Goonzilla is repeatedly slamming his left hand into the ground, creating a shockwave that damages Fred if he's near it. Just remember to use your Red and Purple Worm Juices, if you take damage; however, if you attack the lights three times quickly enough, Goonzilla doesn't have time to slam his paw into the ground. With the Jar Head equipped, position yourself directly in front of the panel and use a Rage Attack. Then, get back up and run straight for the panel again. Use Rage Attack after Rage Attack until all three lights turn green. When all three lights turn green, Goonzilla will once again slam his hand into the spire. This time, the panel catches on fire and a Fireworks Cannon pops up from the near left hatch.

Now begins the third and final stage of the final fight. Equip your Scarecrow Head and run up to the flame engulfed panel, letting Fred run around on fire without taking any damage from the flames. Head over to the back of the Fireworks Cannon where the fuse is dangling seductively. While still on fire, run into the fuse. This ignites the fuse, which in a few seconds shoots the fireworks at Goonzilla. Of course, in the meantime, the Bone Thugs are still trying to stop you, and Goonzilla is trying to blow you off of the roof in between attempts to flatten you like a pancake under his left hand.

Ignore the Bone Thugs in this phase; you don't need Rage Points, and each time one dies it is immediately replaced. So keep your distance if possible, but mostly watch out for that huge descending claw and Goonzilla's breath attack. Not only can the gusty and musty breath fling you off the roof, now it starts blowing out the fire engulfing Fred just when you need it most. So do your best to stay on fire and run from cannon to cannon lighting fuses and shooting fireworks into Goonzilla's face. Once you set of all four Fireworks Cannons, Goonzilla is toast and you are rewarded with a spectacular cinematic finale.

After the cinematic, you are teleported back to Fred's Office, so if you didn't finish any missions you wanted to: Now's your chance! Also, make it a point to watch the credits. You won't be disappointed!

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